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Official U.S. PlayStation Magazine

VOLUME 3
ISSUE 8

HUGE STRATEGY

Everything you need to finish SYPHON FILTER 2

Lara Croft, Meet Angelina Jolie

Pamela Anderson Lee's First Video Game

20

Official U.S. PlayStation Magazine Issue 32 (May 2000)

Spider-Man
X-Men
Wild ARMS 2
Sim Theme Park
Evil Dead
and more!

Tekken Tag Tournament leads the PlayStation 2 assault from Japan!

May 2000
$7.99 U.S. /$9.99 Canada

We Play

Ridge Racer V • Gran Turismo 2000 • Street Fighter EX3
Snowboard Supercross • Dark Cloud and much more!

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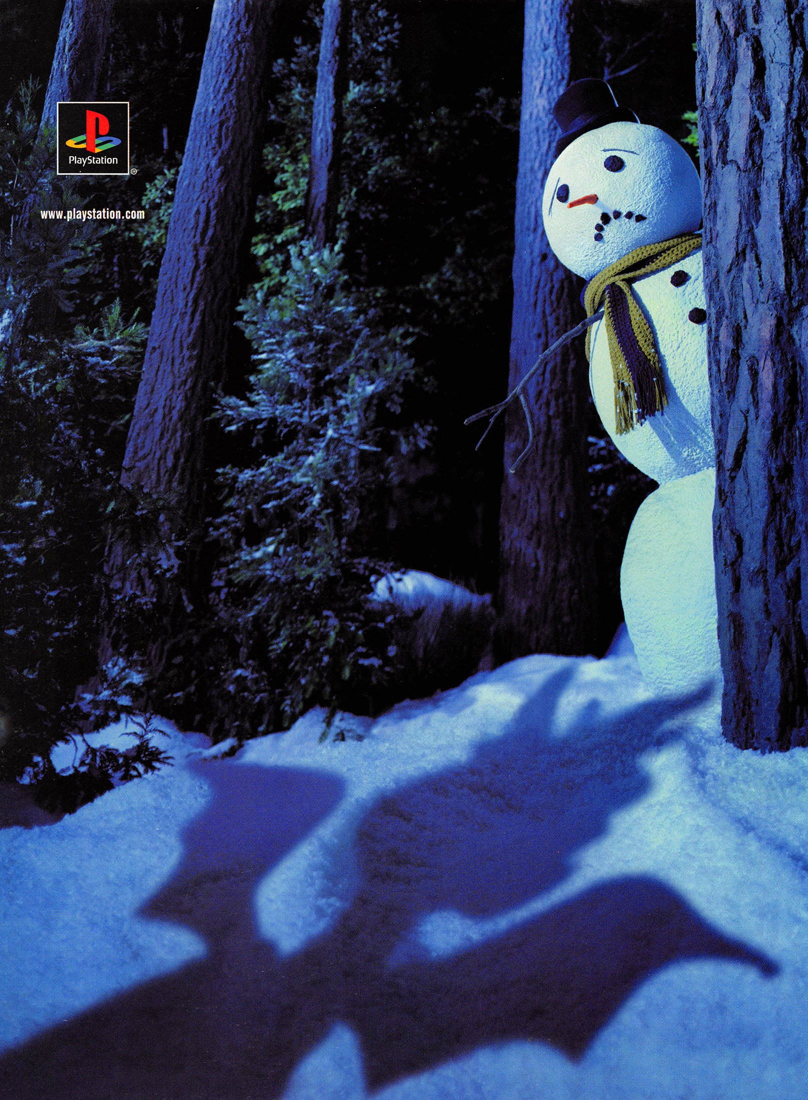
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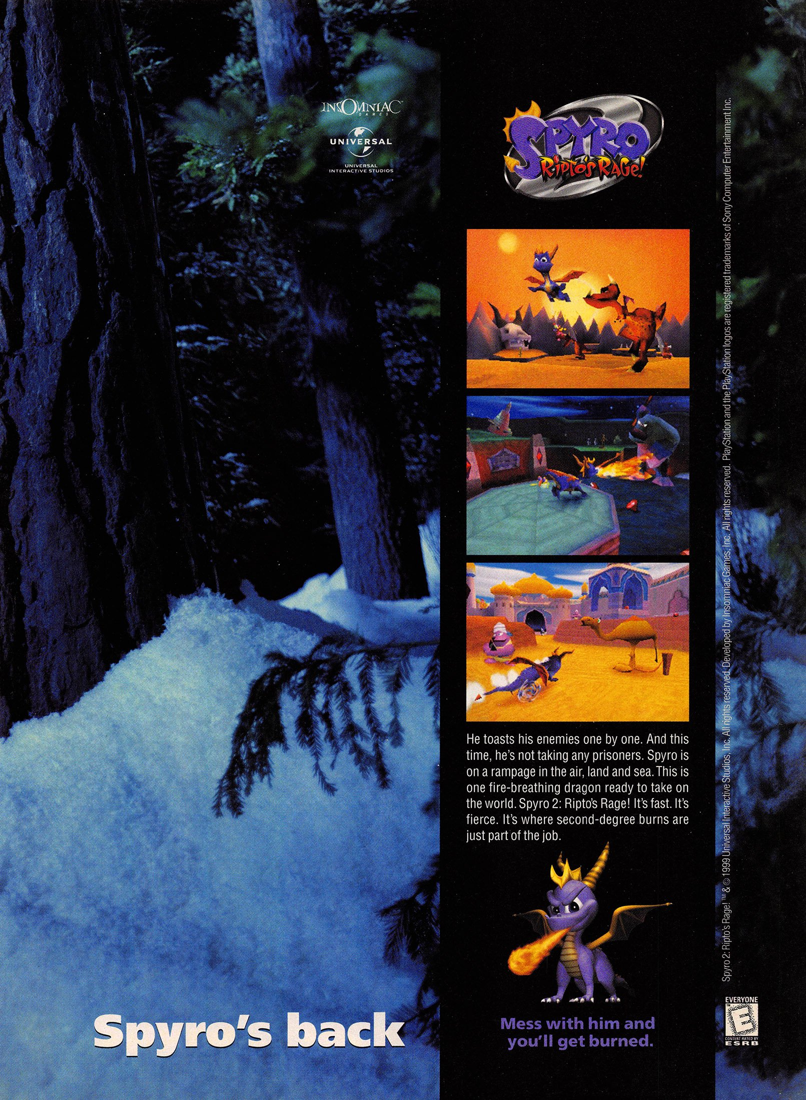
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SPYRO 2 Ripto's Rage!
Spyro's back
Mess with him and you'll get burned.
EVERYONE
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He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-breathing dragon ready to take on the world. Spyro 2: Ripto's Rage! It's fast. It's fierce. It's where second-degree burns are just part of the job.

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Johnny,
Come liberate me! Love
Ethel

DEAR JOHNNY,
NEXT TIME YOU'RE
IN A FOXHOLE, THINK
OF ME...
LOVE ALWAYS,
BLANCHE

Johnny,
I miss your
plastic fantastic!
Call me...
Love, Agnes

FOLLOW-UP TO
AWARD WINNING
ARMY MEN™ 3D

TEEN
T
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PlayStation

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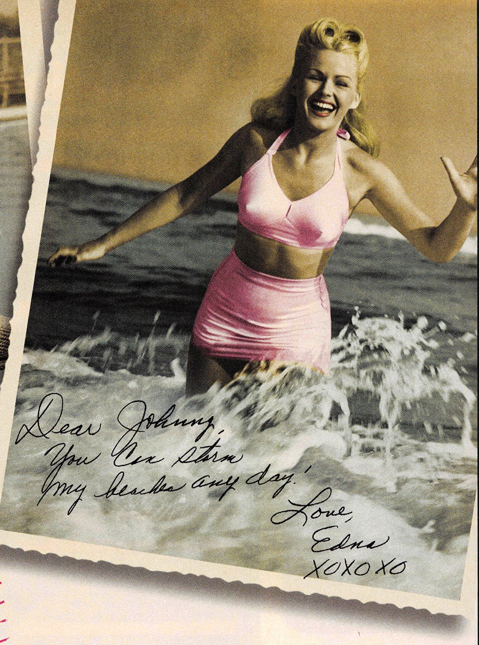
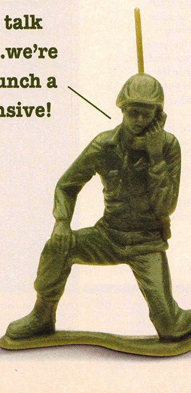
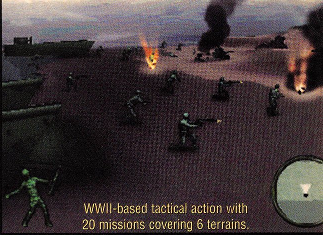


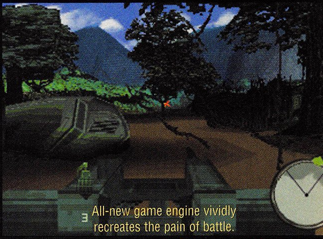
Dear Johnny,
You Can storm
my beaches any day!
Love,
Edna
XOXOXO

Edna? How'd you get this number? No! I can't talk right now...we're about to launch a major offensive!





WWII-based tactical action with 20 missions covering 6 terrains.



All-new game engine vividly recreates the pain of battle.

Intense head-to-head and cooperative multi-player modes.

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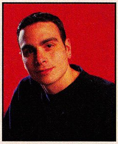
Editorial

A few unofficial words from the official editor-in-chief



Kraig has heard all sorts of juicy reports about Madden and GameDay on PlayStation2, and can't wait to get his hands on them in the next month or so.

Japan is only the beginning

The moment of truth has arrived—sorta: The PlayStation2 has arrived in Japan and also, thankfully, in our offices as well. It seems like it's been such a long time in coming. Up until this moment we've been reporting every last detail about the system, and now it just feels so weird and exciting to actually sit in front of the black and blue wonderbox where we can reach out and touch it—and report on it even more. But we in the gaming press are never satisfied, it seems. Right after our eyes glazed over from getting our hands on all the Japanese launch games and demo discs our thoughts turned to the U.S. launch, which is simply going to be amazing.

Right now, the games usually being played around here are Ridge Racer V and the demo of Gran Turismo 2000 (the full game will be out shortly), with smatterings of Fantavision and Street Fighter EX3 here and there (it isn't very good). These are all games that should be ready to go when the PlayStation2 launch happens in the U.S., but they will only be a mere few in a sea of releases.

Much ado was made about the Dreamcast's launch lineup last year, but PlayStation2 will make that lineup look anemic when it rolls into our stores in September. Electronic Arts is already planning to launch some of its key sports franchises such as FIFA and Madden with the system, not to mention a few new original games and WCW Wrestling. In all, their master plan is to have 10-12 games out for the PlayStation2 by the end of 2000. Even though 989 Studios has been folded back into Sony, you can expect that they will have NFL GameDay 2001 ready—we've already heard that it looks absolutely spectacular and you can expect that some of their other franchises will debut on launch day. My best guess would be a new Jet Moto, based on the sorts of things that I've heard. And that's just the beginning.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Just about every U.S. developer hopes to have at least one game ready for the PlayStation2 launch: Activision has Tony Hawk, Epic Megagames has Unreal Tournament, Midway has Ready to Rumble 2 (among others), and the list goes on and on. That's not even to mention the Japanese games that will be done and ready to be translated for us with plenty of time to spare. Konami alone has announced that they have 40 PlayStation2 games in production this year—we can't wait to see which ones will make it by launch.

It's almost a certainty that just about every major game genre will be covered by at least one game, if not two at launch time. In the history console gaming that's unprecedented: Most console launches have more holes than Swiss cheese. Of course, the PlayStation2 isn't just about console gaming anymore, so it makes perfect sense that it doesn't follow its traditional rules.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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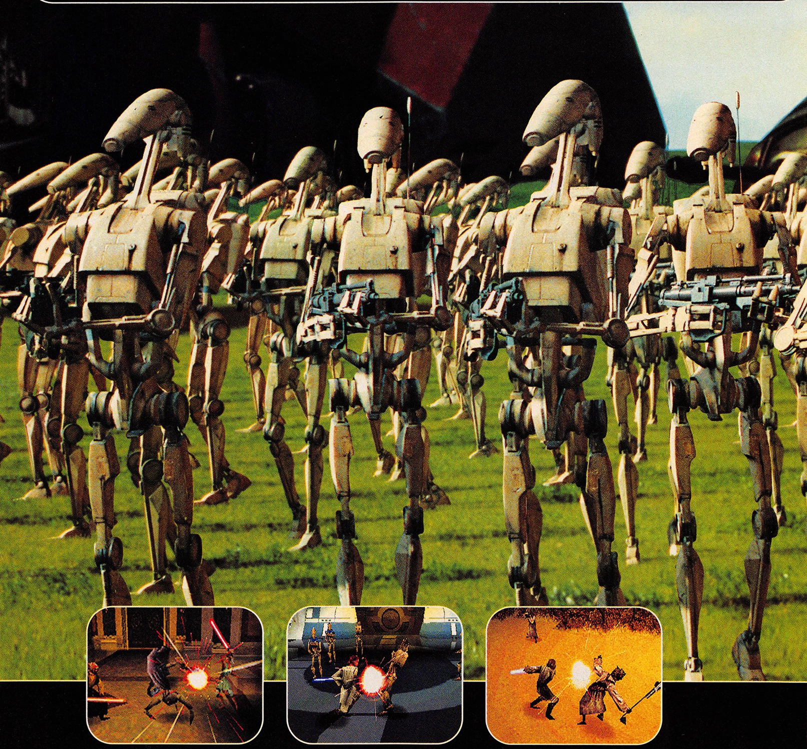

Tread not where you are unwanted. Or pay the ultimate price. If sheer numbers are not your
opponents of unfathomable strength surely will be.

TEEN
T
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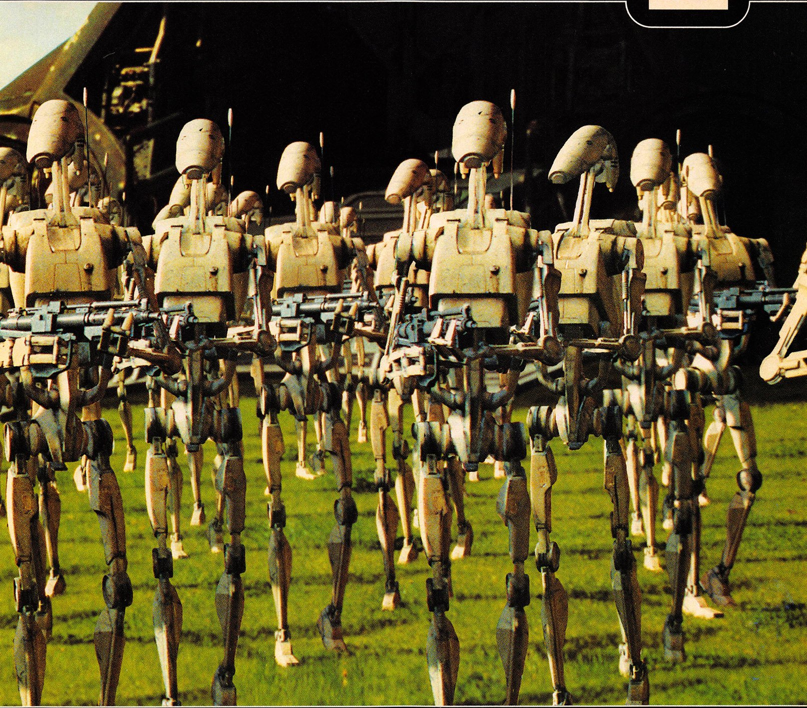

downfall, alien creatures and mysterious

But, wise Jedi, the choice is yours. Enter at your own risk.

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M
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MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

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AO
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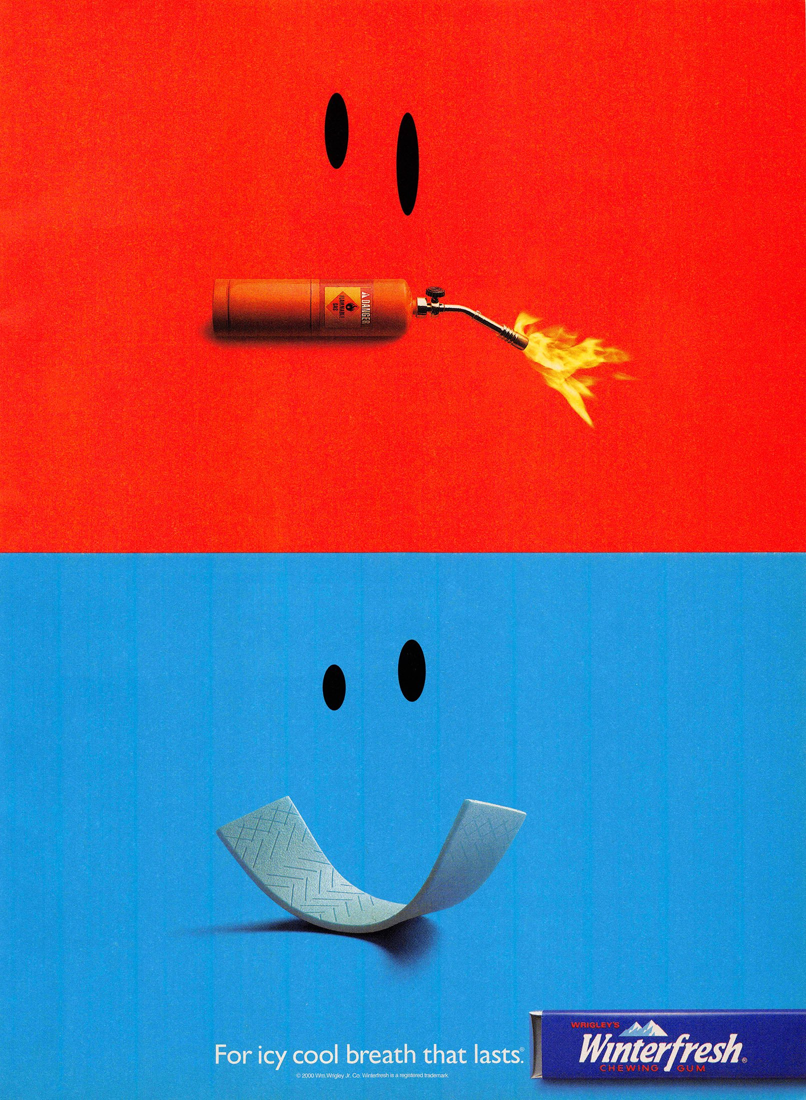
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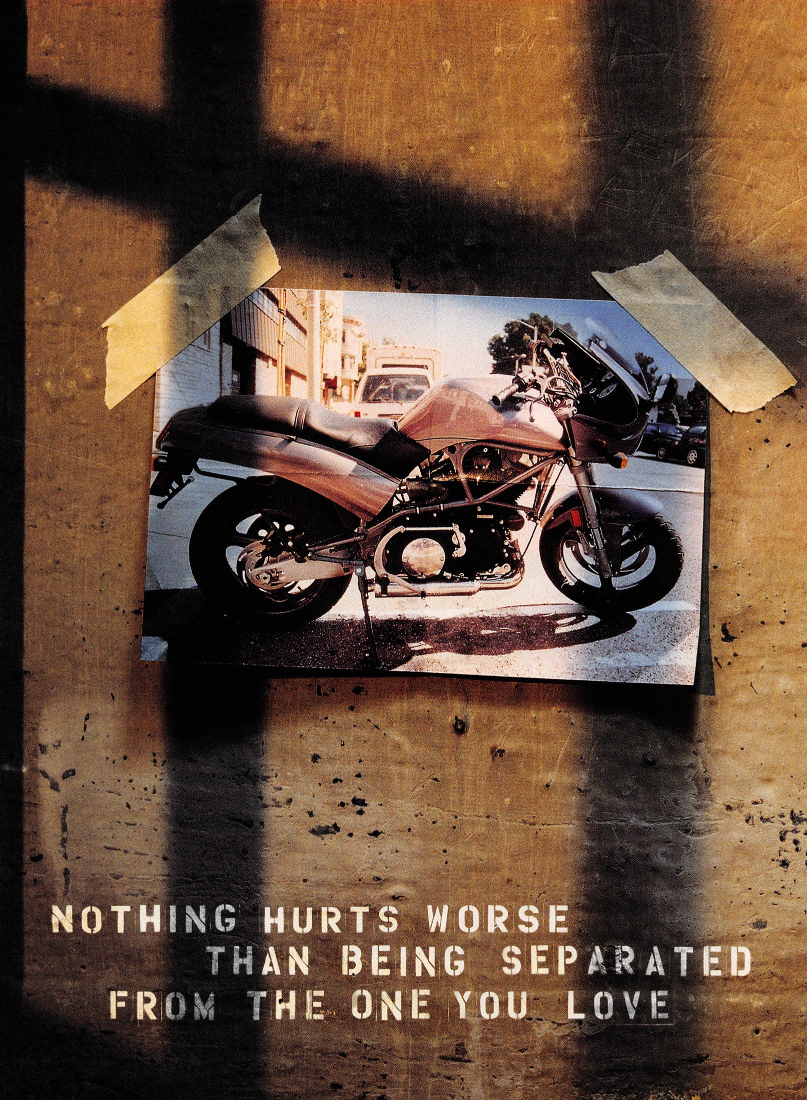
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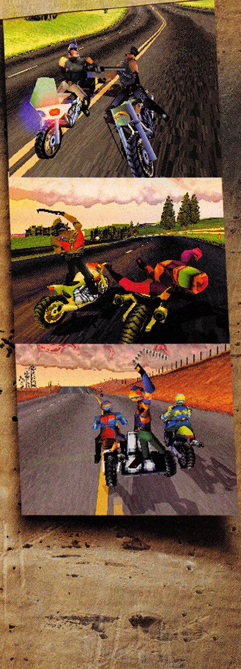
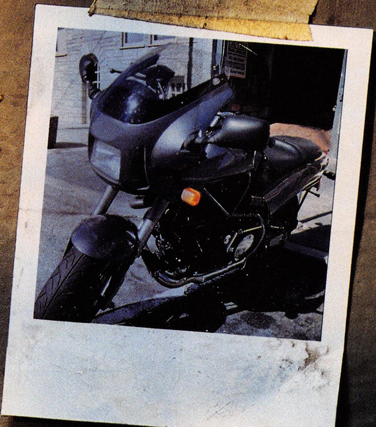
THAN BEING SEPARATED
FROM THE ONE YOU LOVE





And only you can reunite them. By taking on
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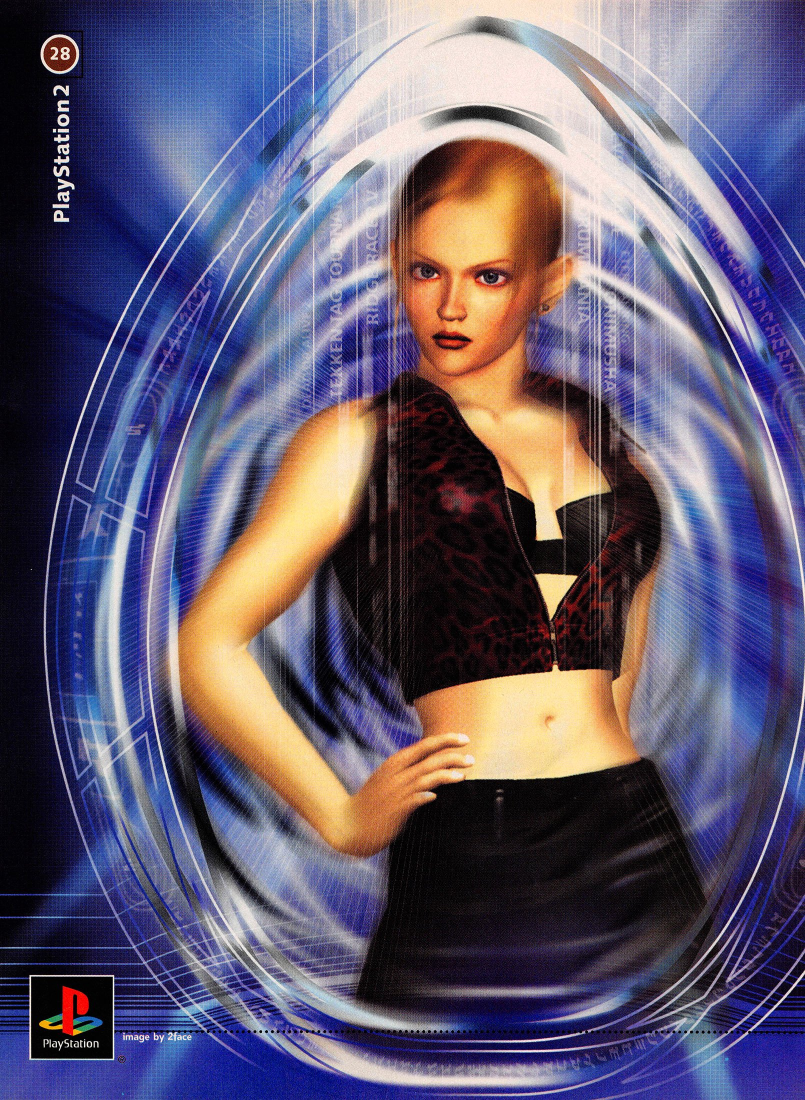
PlayStation2
PlayStation
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image by 2face

Contents

PlayStation2

We sent a guy to Japan, and he came back with a suitcase full of PS2s along with all the launch games. Find out what we think in our hands-on coverage.

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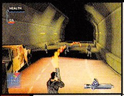
Spider-Man

Your friendly neighborhood Spider-Man does whatever a spider can in his upcoming PlayStation debut from Activision. Find out more in our full-page preview.

66

Syphon Filter 2



You're surrounded by enemies, hostile fire whizzing past you. What do you do? Turn to our comprehensive strategy guide and help Gabe Logan save the world once again!

98

Letters

This month we talk about memory cards, *The Matrix* and the future of *OPM*, as well as taking a closer look at one of the peripherals spotlighted in our g.e.a.r. section last month.

20

News

Lara Croft finally gets real, as we reveal who'll be playing her in the Tomb Raider flick. And if that's not enough cheesecake for ya, we've got Pamela Anderson to tempt your tummy!

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Previews

Mutants abound in our Previews section this month. In addition to Spider-Man, we've got some hands-on time with X-Men: Mutant Academy. Also: Wild Arms 2 and a little fella named Mr. Driller.

66

International

Back in the prehistoric days of 8- and 16-bit gaming a few classics were born. Take a stroll down memory lane as we revisit the updates to Capcom's Strider and Konami's Gradius.

80

Reviews

Is Alundra 2 as good as its predecessor? Will MediEvil II be as tasty a treat as the first game? Is Triple Play 2001 still the best PS baseball game? We put these and other games to the test.

86

Tricks

Ever wanted to punch someone with a big pulsating melon? Well now you can with our handy code for Knockout Kings 2000. Plus, create the perfect wrestler in WWF SmackDown!.

110

g.e.a.r.

Who'da thunk that the cutest line of video game toys out there would involve Blanka? Also, see which tomb-radin' heroine is setting the comics industry ablaze, and take a seat in the BattleChair.

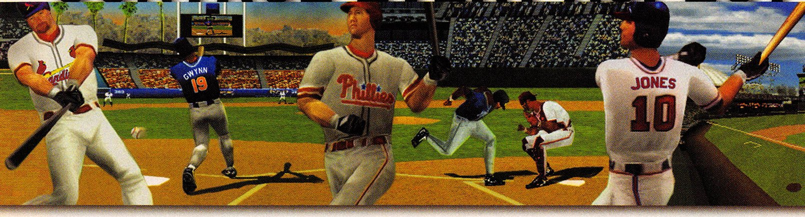
114

Demo Disc

Grab a controller and help Sir Dan fight the undead in the MediEvil 2. Afterward, get your racing fix with NASCAR Rumble and Speed Punks, then hit the hardwood with NCAA March Madness 2000.

116

CONTROL EVERY ASPECT



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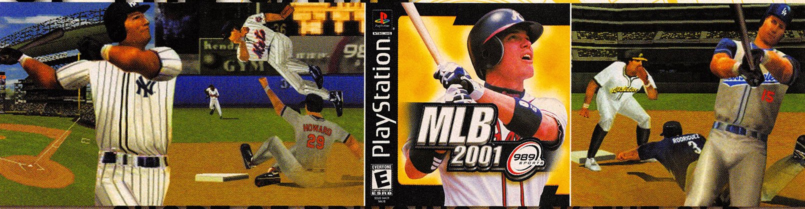
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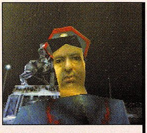
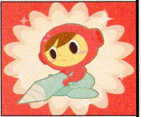


"This is the face of Erectile Dysfunction."
lunarstar00@aol.com

RUNNER-UP:
"Surrender all your beer to the Oktoberfest Army."
auction109@yahoo.com

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 22.]

The Numbers Game

Dear *OPM*,

I have a list of questions that need to be answered. Lets go.

1. Is there ever going to be a *Matrix* game?

2. Is there an exact American release date on PlayStation2?

3. Are there any games planned for PlayStation2 that will involve the GunCon or any other type of light gun?

4. How come game companies don't stop production after they know that their game will suck?

Jonathan Hill
jon502@hotmail.com

1. Most likely. It was rumored some months ago that Hideo Kojima (the director of Metal Gear Solid) had been meeting with the creators of *The Matrix*, and now we hear that Shiny may have landed the deal. Regardless of who's responsible, we're sure to get one sometime.

2. Not yet, but one of our sources recently hinted that Sony is indeed planning for a September release...which would be no great surprise, since the original PS was released on September 9.

3. No word yet on any kind of light gun peripheral for the PS2. With so many companies so concerned about public outcry over violent video games, the future of gun games looks uncertain.

4. We wonder the same thing every day, and the best we can come up with is that it's hard to let that kind of investment go.

A Bigger, Brighter Future

Dear *OPM*,

After the release of the PlayStation2, will your magazine become the *Official U.S. PlayStation2 Magazine*? Will the magazine become an all-PlayStation2 magazine or will it still cover the Playstation? What should we expect from you?

Brandon Seerz
via the Internet

You won't be seeing a name change from us—we're going to continue to cover *all* aspects of PlayStation culture, from the original system to the PS2 and beyond. But that isn't to say there aren't going to be a few changes around here.

See, the PS2 is a very different system from the original PlayStation. It's not just the inclusion of DVD, nor is it just the new connectivity options of the PS2. Rather, we firmly believe that the entire presentation and positioning of the system is going to revolutionize the way people look at video gaming. That means, of course, that it's also going to revolutionize the way people look at gaming mags.

Now, we're not going to tip our hands fully, but suffice it to say you can expect both the content and presentation of the magazine to, shall we say, expand... and sooner than you might think.

Letter of the Month

Dear OPM,

I just got the April issue of your mag today and I want to be the first one to bust you. The Lara Croft controller... April Fools' Day joke, I presume? I mean, considering those goofy Lara memory cards (which I assume is what you used to "create" the controller), something like that wouldn't be too far fetched. However, the three things that gave it away were: 1) Calling it the best third-party controller on the market. Stupid novelty peripherals like that are never very good. 2) The alleged company that made the controller... "AFD," which I'm guessing stands for "April Fools Day." 3) Silicone on the analog sticks? Considering the placement of the sticks, I picked up on that one right away. Don't get me wrong, it was a great gag, but you didn't fool me.
PsychoMantis1114@cs.com

Congratulations on being the first reader to pick up on the gag! That was some good detective work, but you missed one clue: The "constant shock" feature which "emits a continuous adjustable rumble effect whenever turned on." What can we say, we're naughty. Anyway, although this wasn't a real contest, since you responded so quickly you get a Box O' Joy for your trouble.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM BOX O' JOY. New surprise goodies every month!

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.

We can't wait to hear from you.

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1
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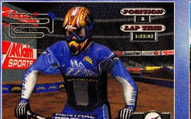
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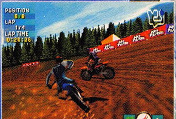
Acclaim SPORTS
RENTHAL

The only game with 10-time Supercross Champ Jeremy McGrath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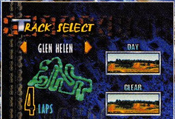
GEAR

Race as or against McGrath, Button, Dowd and other superstar riders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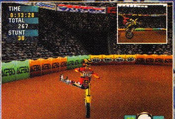
4 LAPS

16 Supercross stadiums and licensed Motocross tracks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Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

Praying for Mana

Dear *OPM*,

I noticed a couple months ago that you had an international preview on Legend of Mana, but I haven't heard about it since! Is it ever going to reach our shores or is it just a dream that will never become a reality for us here?

Alan Pauley
TheGreatEmu@hotmail.com

Last we heard, Legend of Mana was still in development, and expected for a June release. We'll let you know if we hear anything different!

Memory Block

Dear *OPM*,

I was looking at your last PS2 feature and I noticed the pile of memory cards pictured. Do you really have that many memory cards just lying around? If so, what on earth do you have so many for?

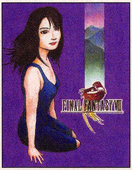
Christopher Lunk
ccl22@drexel.edu

That was no phototrickery, but an actual pile of memory cards. As to why we have so many... Well, let's just say that in a pinch they make a great late-night deadline snack. Anything beyond that we're not allowed to tell you.

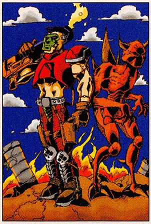
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

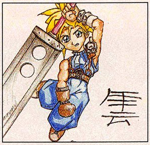
The Reader Art Challenge

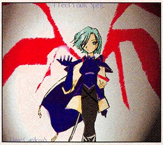
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. And remember, we accept all formats (ink, pencil, computer generated, etc.) by e-mail and snail mail. So get crackin'!



Check out this month's artists! Clockwise from left: Carl Gorman, Ontario, Canada; our winner, Eric Meister, Newark, OH; Elaine Cardenas, Rinoa@michiru.com; and Jonathan Robison, Baltimore, MD.







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Oak Brook, IL 60522-3338

fax:

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opm@zd.com
and check us out on
www.videogames.com

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to gary_steinman@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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OPM LETTER OF THE MONTH

Official Contest Rules:

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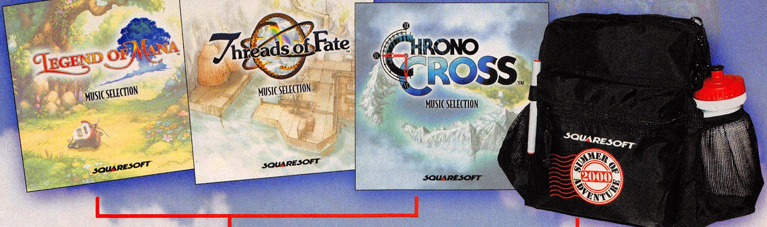

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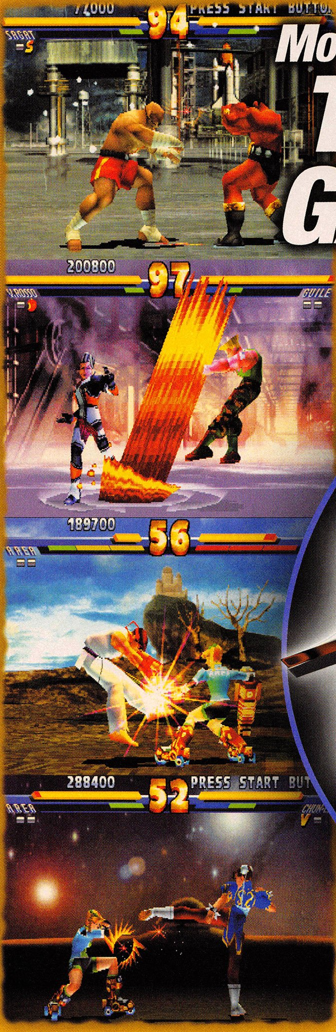
72000
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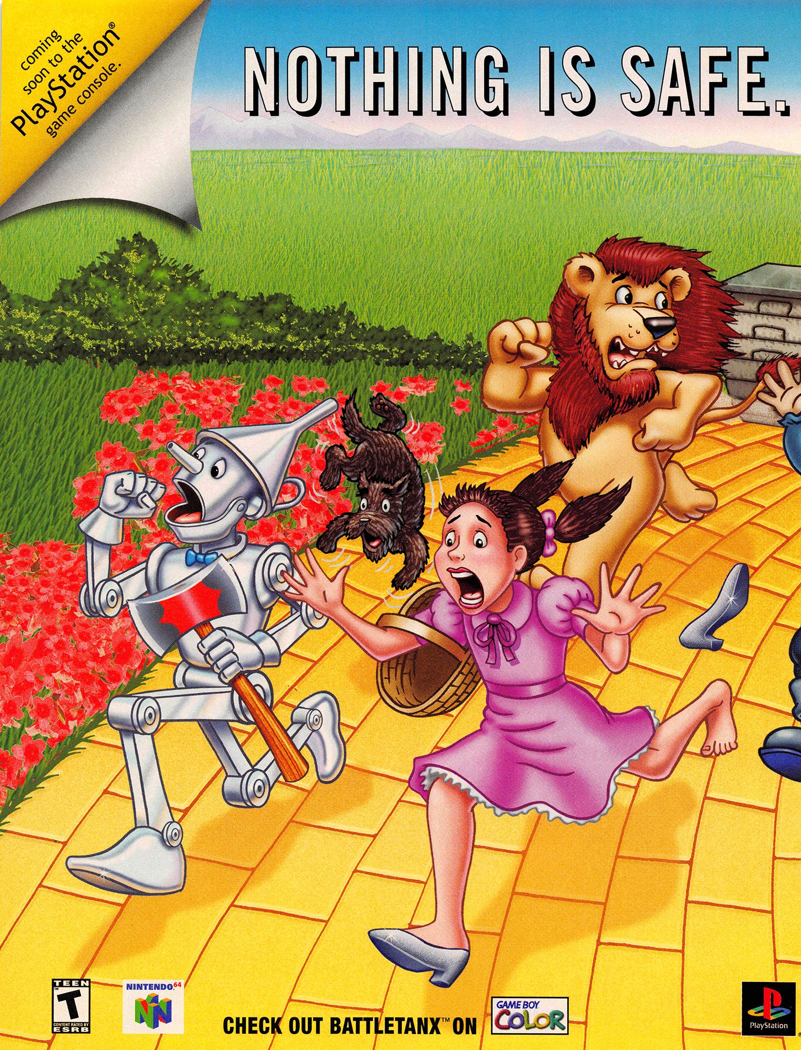
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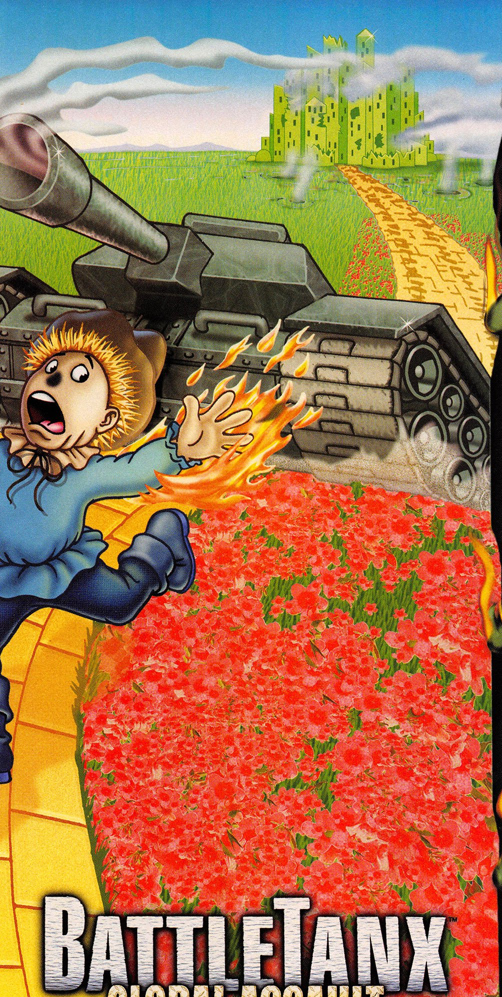

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text by Mark MacDonald
and the *OPM* staff
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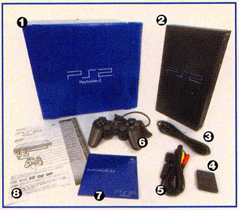
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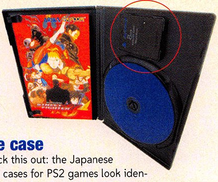
PS2
PlayStation 2

Out of the Box

Here's everything that comes with the PlayStation2 in Japan:

1) The Box
2) The PS2 (of course)
3) Power cable
4) PS2 memory card
5) A/V cable
6) Dual Shock 2 controller
7) Utility Disc
8) Instruction manual


ARIKA CAPCOM

The case

Check this out: the Japanese DVD cases for PS2 games look identical to standard DVD movie cases, but with one awesome extra—a slot to hold a memory card. The case holds the card securely once it's snapped in, and makes a handy little travel case.

People were asked to wait until after the store's 9 P.M. closing time to

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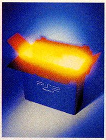
gather, but no luck—by 8:30 a huge mob already clogged the store's entrance.



Japanese launch

The Final Countdown

By the early evening of March 3rd, the streets of Tokyo were crowded—even by Japanese standards. Large groups of anxious gamers all over Japan gathered around their local electronics shops to await the launch of the biggest videogame console since, well, the original PlayStation. The PlayStation2 was set to go on sale early the next morning and no one here was going to chance missing out on being one of the first to experience it.

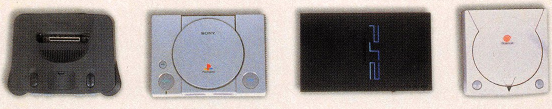
Many came prepared for an all-night camp out: squares of cardboard to sleep on, snacks in plastic bags, books, blankets and extra clothes were everywhere. At Yodobashi Camera in Shinjuku, people were asked to wait until after the store's 9 p.m. closing time to gather, but no luck—by 8:30 a huge mob already clogged the store's entrance. And so it lasted for four hours, until, close to 12:30 a.m., tickets were handed out and people were told to return at 5 a.m., tickets in tow, when the store would reopen.

By the time the doors opened over 1,000 people had gathered, and were slowly let into the store in small groups to prevent all-out chaos. It was surprisingly orderly as people plopped down 39,800 yen (about $370) for the PS2, adhering to the one-per-customer limit. At most shops, the machines sold out within an hour of opening time. The tired, restless and happy hurried home with their new toy.

The Dust Settles

In the course of 48 hours, 980,000 PS2s were sold in Japan. To put that number in context, it's 10 times the sales scored by the original PlayStation in the first two days after its launch five years ago. So why all the excitement? Is the PS2's launch line-up of game titles really impressive enough to warrant such anticipation? Is it the PS2's ability to play DVD movies? The promise of Internet connectivity and expansion? How does the system really look and feel anyway? What's the new memory card and Dual Shock 2 controller like?

We brought back answers to all these questions and more from Japan with our very own hard-won PS2. So sit back, relax, and soak in the next 10 pages containing everything you always wanted to know about the PlayStation2 (and aren't afraid to ask).

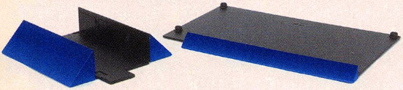


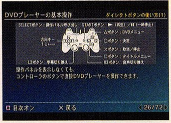
SIZE MATTERS

Despite how it looks in most pictures, the PS2 isn't actually that much bigger than the original PlayStation. Plus, if you stand it on its end it takes up less shelf space than any of the other major console systems.

Stand and Deliver

Two different stands went on sale along with the PS2 on March 4th, a horizontal and a vertical stand. The horizontal stand (about $9) lays under the PS2 and really doesn't do much except look nice, while the vertical stand (about $14) stabilizes the PS2 so it can stand on one end and save space.





DVDプレーヤーの基本操作　ダイレクトボタンの使い方(1)

SELECTボタン：操作パネル呼び出し
STARTボタン：▶（再生）／II（一時停止）
方向キー ↑↓←→
△ボタン：DVDメニュー
○ボタン：決定
×ボタン：取消／停止
□ボタン：タイトルメニュー
L3ボタン：字幕切り換え
R3ボタン：音声切り換え

操作パネルを表示しなくても、
コントローラのボタンで直接DVDプレーヤーを操作できます。

□ 目次オン　× 戻る　◁26/72▷

Utility Disk

The only CD that comes packed in with the PlayStation2 isn't a bunch of game demos (as was previously promised), but more or less an electric version of the instruction manual. It walks you through the use of various parts of the hardware, and also includes a short sample of DVD video and the PS2's DVD player driver so you can reinstall it to your memory card if you need to.

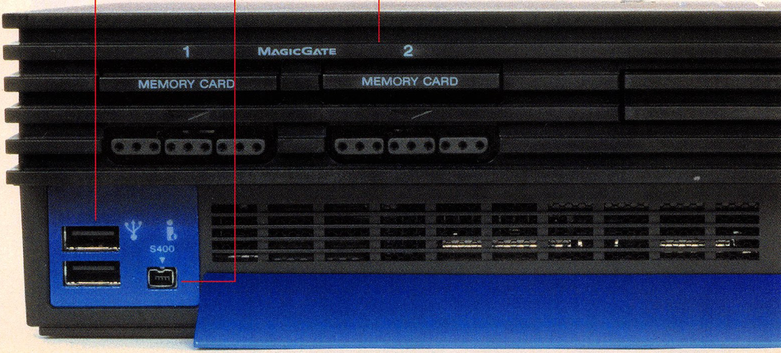
"It's historic, a mass-market appliance that fundamentally changes society in th

The IEEE 1394 port, also known by the much more friendly name "Firewire." This same digital interface port can be found on camcorders, cameras and iMac computers, and will give the PS2 an incredibly fast connection to those kinds of peripherals in the future.

You might recognize these little buggers called USB ports—they come standard on modern PCs. All kinds of peripherals—mice, keyboards, scanners, printers, cameras, hard drives—can plug in here, quick and easy.

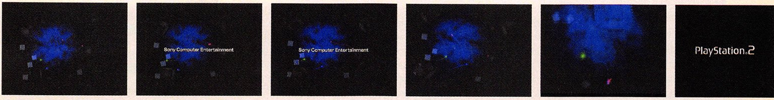
The controller ports and memory card slots, all the same size and shape as on the original PlayStation. Only two sets? Yup. Sony says they didn't include more controller ports in order to keep costs low.

PS2 shown actual size



Booty Call

On bootup, four colored lights (purple, red, blue, and green) swirl around a dark blue mist, with any number of transparent cubes scattered about—the number of cubes seems to increase the more you play your PS2. After a couple of seconds and a loud tone, the "camera" zooms into the mist, and your disc loads. Huzzah!



ame way the printing press did" -A characteristically understated Trip Hawkins, CEO of 3DO, on the PS2 to NEWSWEEK

the system

So what happens when you turn on the PS2? Well, first, of course, you have the nifty new start-up sequence (above), and if you have a PS1, PS2, or DVD disc in the system it will automatically load. But if there's nothing in the system, or the drive tray is open, you go to the new system menu where you have three choices: Browser, System Configuration, and Version.

The Browser

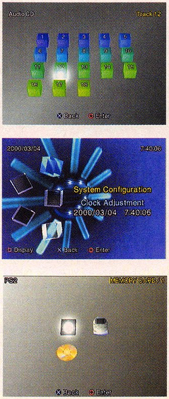
No, not Netscape—this isn't that type of Browser. This is where you mess with everything hooked up to your PS2: Any memory cards, PocketStations, DVD video discs, audio CDs, PS1 or PS2 games in the system will appear here as little icons. If you select a memory card, you will go to the memory card management screen: Select any software and it will load. Presumably other peripherals, such as hard drives, modems, and other extras will also be accessed through here in the future.

System configuration

Here's where you can customize your system's settings: change the language for the menus to Japanese or English, the time and date (yes, the PS2 has an internal clock), turn the digital audio out on or off, set the component video out to RGB or Y Cb/Pb Cr/Pr, and finally adjust the screen ratio to full screen or the letterboxed 4:3 or 16:9 ratios.

Version

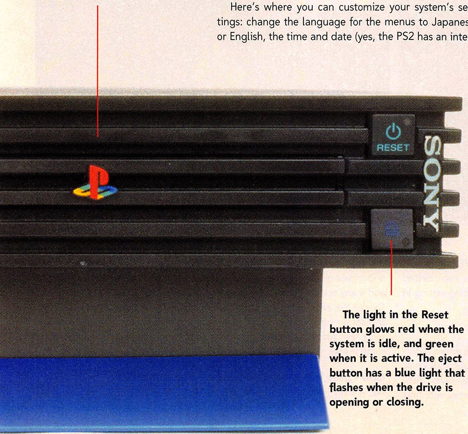
This is mostly just a list of what versions of various programs your PS2 system is using—kind of like drivers on personal computers, these are the programs that run various functions inside your PS2, and will surely be upgradeable in the future. The list on the system as it stands now is browser, CD player, PlayStation driver and DVD driver, all of which are version 1.00 (not surprising since this is from one of the first PS2s off the production line!). You can't really do much here yet, except for one very important, very cool setting under the PlayStation driver, where you can adjust the PS2 to play your PS1 games with faster loading and smoother textures. How does that work? Turn the page and find out…



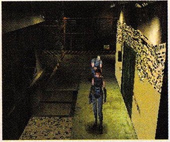
System Configuration
Clock Adjustment
2000/03/04 7:40:06

Here we have a pic of the PS2's CD player interface (top)—unfortunately even more boring than the PS1's. Next is a shot of a system settings screen (middle), which keeps up the "clear crystal and swirling lights" motif of all the system menus. And finally we see what the browser looks like (bottom), with a memory card, PocketStation and DVD in the PS2, all represented by icons.

The good ol' PlayStation logo, which you can rotate easily to suit a vertical or horizontal configuration.



The light in the Reset button glows red when the system is idle, and green when it is active. The eject button has a blue light that flashes when the drive is opening or closing.

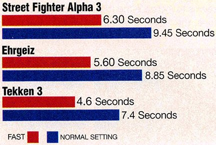


Setting the PS2 hardware to faster loading for PS1 games can lead to some graphical glitches, like these screwed up textures in Dino Crisis.

Loading your PS1 games faster

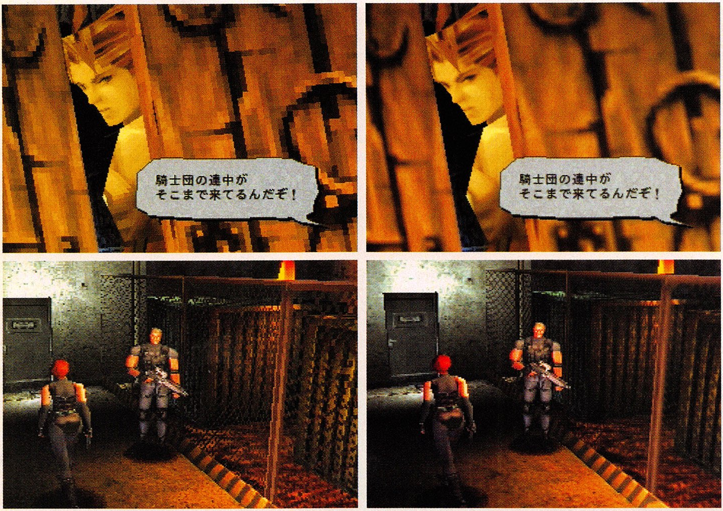
You can toggle the disc speed option for the PS2's PlayStation driver from compatible (load times just like PS1 hardware) to fast (which speeds up load times for many PS1 games). Why not just always use fast? Because it can screw up certain textures for certain games.

How much faster can the PS2 load my PS1 games?
Depends on the game. For all 10 PS1 titles we tested, the initial boot up took roughly the same amount of time whether the disc speed option was set on fast or not. From there on, it varies from game to game. Two games still showed little or no difference, but for the other eight load times were improved by roughly 1/3. Here's some of the results from our tests, highlighting fighting games, whose between-fight loading screens are a common sight for most PlayStation owners:



> *"The best part is we can now use detailed motions and modeling that we had not*

Normal **Smoothed**



Playing PS1 Games on the PS2

Yup, almost all PlayStation 1 games play perfectly fine on the PS2. In fact, in some ways playing your PS1 games on your PS2 makes them even better: Besides decreasing loading times, you can set the texture mapping setting in the options menu of the PlayStation driver to Normal or Smooth.

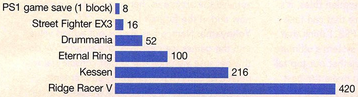
How does the improved texture mapping work?

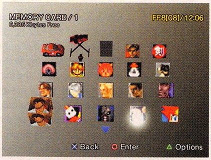
You can choose between compatible (same as PS1) or smooth, which slightly alters and improves PS1 game's graphics, similar to how emulators such as Bleem! operate. Games where the entire environment is real-time—Dino Crisis, Gran Turismo 2, Metal Gear Solid—benefit much more than games with only 3D characters—like Final Fantasy VIII or Resident Evil. Longer lines that bend and crinkle on the original PlayStation look straighter with the effect turned on, and many textures, especially close up, appear slightly blurred but smoother. Overall the effect is subtle, but noticeable. So why wouldn't you always leave this set on smooth? We didn't run into any problems with any of the (admittedly few) games we tested, but it's possible you could run into some of the same problems we talked about with the fast disc speed.

Can I play U.S. PS1 games on the import PS2?

No. A screen will appear asking you to insert a (Japanese) PS1 or PS2 game.

SAVE GAME FILE SIZES (in Kbytes)

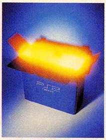




Here's what the new PS2 memory card manager looks like. It works pretty much like the original PlayStation, except there's no copy all and delete all selections.

been able to do before. There is no worst part"— Shinji Hashimoto, Squaresoft producer, on the best and worst parts of programming for the PS2

the system



SONY
DUALSHOCK 2

PS2 MEMORY CARD

The new memory card may look just like its older cousin from the original PlayStation, but inside it's a whole different animal. With 8192Kbytes (8 megabytes) of memory, it's got 64 times the amount of space for save files than its PS1 counterpart, and can be accessed 250 times faster (although in our tests it ended up taking just about as long to save and load files as on the PS1). This increased storage space allows for new uses for the memory card beyond just saved games; for example, the software that enables the PS2 to play DVD videos comes loaded on the card that comes packed in with the system. Applications like this, and even game "patches" that include new characters, levels or other extras, are all possibilities in the future.

When I play PS1 games on my PS2 hardware, can I save to the PS2 memory card?

No. PS1 games do not recognize the PS2 memory card and cannot load from it or save to it. You can transfer PS1 save data to the PS2 card in the PS2's memory manager, but because you can't use it in any game it's pointless beyond simple storage.

Can I use a PS1 memory card with the PS2 hardware?

Yes. The PS1 memory card fits in the PS2 fine and works as always for PS1 games. However, you cannot save PS2 game files to the PS1 memory card.

Can I use a PS2 memory card with PS1 hardware?

No. Because it has one less notch in the top (look very closely at the pic on the left), the PS2 memory card will not even physically enter the slot on the PS1.

PlayStation 2
8MB
MEMORY CARD
MagicGate
SONY

The PS2 Memory Card is the same size and shape as the PS1's, but it's got 64 times the storage capacity and won't fit in the PS1's card slot.

DUAL SHOCK 2

Like the PS2 memory card, the new PS2 Dual Shock 2 looks in all ways like a normal black Dual Shock controller—exact same size, exact same weight, etc. But there are two important differences: first, the dual analog sticks have a much tighter feel than the original Dual Shock's. The change is a good one; the increased resistance makes it much easier to use the full range of movement. The second difference is each and every button on the Dual Shock 2 is analog, except for start and select. (That means what the buttons do can change depending on how hard you push them.) For example, in Gran Turismo 2000 and Ridge Racer you can push X normally to accelerate normally, or really jam X down to put the pedal to the metal.

Can I use my PS1 Dual Shock with the PS2 hardware?

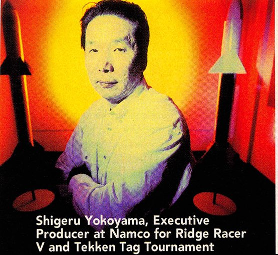
The answer is yes, but it's yes with an asterisk. The PS1 Dual Shock will work fine with all PS2 games that do not use the analog button feature of the Dual Shock 2. In the case of some PS2 games that do use the feature, like Gran Turismo 2000, you can still use a PS1 Dual Shock but only with the analog feature turned off (so you can't use the sticks).

Can I use my Dual Shock 2 with the PS1 hardware?

Yes. It works just like the standard Dual Shock.

Can I use my PS1 multitap with the PS2 hardware ?

No. The PS2 has its own multitap (although they were impossible to find at the Japanese launch) that you need to hook up more than two of any type of controllers.



Shigeru Yokoyama, Executive Producer at Namco for Ridge Racer V and Tekken Tag Tournament

OPM: Was it difficult to get such great performance from the PS2 hardware on first-generation games? How did you do it?

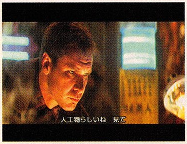
Yokoyama: With the first-generation titles, it's difficult to develop the software that can take advantage of all the power of PS2. I think that we have not yet exploited the system's ultimate potential. However, we put together our top talent and our best technology to make the best games possible for this new system.

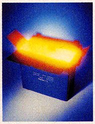
OPM: Namco is known for awesome arcade-to-home conversions, but recently your home games look even better than the arcade. How do you see the arcade vs. home market for games now and in the future?

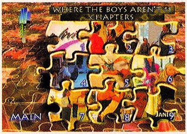
Yokoyama: Namco has always put added value into the games we port from the arcade. We do this because we understand that console games played at home have different requirements than arcade games. This policy will not change.

> *"With the first-generation titles, it's difficult to develop the software that can take*

DVD video





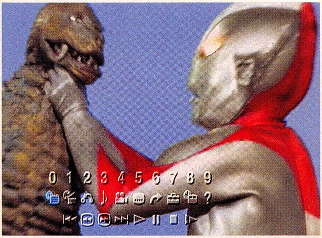

WHERE THE BOYS AREN'T 11 CHAPTERS
1
2
3
4
5
6
7
8
MAIN
JAN 9?

Despite rumors to the contrary, the PS2 DVD player can display subtitles (as seen here in *Blade Runner*, top), play alternate audio tracks, and switch between multiple camera angles on DVDs that support the function. The import PS2 can even play some DVDs from regions other than Japan, and, of course, all "regionless" DVDs, common among adult titles (above).

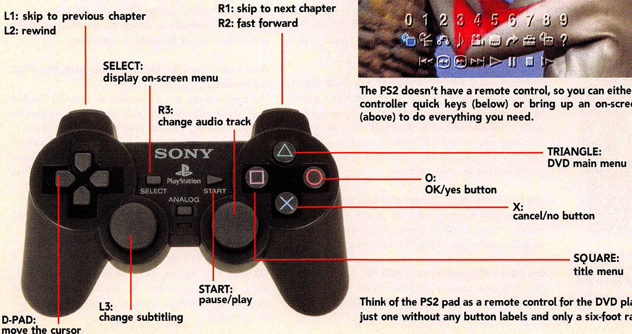
As long as you have your memory card plugged into your PS2 (that contains the software needed to play DVDs), DVD videos load up and work just like on any other DVD player. Contrary to rumors, the PS2 works just like any other full-featured DVD player—you can choose between subtitles, vocal tracks, camera angles and everything else you find on most DVD players.

Can I play my U.S. DVDs on the import PS2?

Yes and no. Usually DVD players are programmed to only play DVDs from one certain region (like just those from the U.S., or Canada, or Japan, etc.), and if you try to put in a U.S. DVD disc into the Japanese PS2 normally, it will not load. But soon after the launch, people discovered controller codes that *will* let you play non-Japanese DVDs on the PS2! It doesn't work all of the time or with all DVDs, but the most reliable method seems to be to plug in an old PS1 controller (not an analog one) and hold up on the D-pad while the disc loads. Push play when the menu appears and violá! Like we said, it doesn't always work and you often can't access the special features that come on DVDs, but still it's one hell of a nice bonus for anyone who imports a PS2!


0 1 2 3 4 5 6 7 8 9

The PS2 doesn't have a remote control, so you can either use the controller quick keys (below) or bring up an on-screen menu (above) to do everything you need.


L1: skip to previous chapter
L2: rewind
R1: skip to next chapter
R2: fast forward
SELECT: display on-screen menu
R3: change audio track
SONY
PlayStation
SELECT
START
ANALOG
TRIANGLE: DVD main menu
O: OK/yes button
X: cancel/no button
SQUARE: title menu
START: pause/play
L3: change subtitling
D-PAD: move the cursor

Think of the PS2 pad as a remote control for the DVD player—just one without any button labels and only a six-foot range.

Yokoyama Photo: Michael Sexton

At the same time, arcade games have their own unique advantages, too. So arcade and console games can coexist together in the future. Because of Namco's expertise in both arcade and console gaming, we believe we can combine our know-how in both areas to provide the best quality games to players.

OPM: How important do you view the online capabilities of the PS2? Might we see see multiplayer online Ridge Racer or Tekkens?

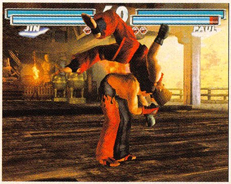
Yokoyama: I cannot comment on this subject. All I can say is that we are definitely heading in this direction.

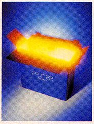
PS1 Games that don't compute

The list of PS1 games you can't play on the PS2 is short—15 games out of the hundreds and hundreds available for the system—and consists of mostly smaller, more obscure titles, but there are a few more popular games as well (Wing Commander III, Gallop Racer, Gradius and Monster Farm). No word yet on what games will be incompatible for the North American market, but here's the list of all the incompatible Japanese games from Sony Japan:

- **Not Treasure Hunter**
- **Gradius Deluxe Pack**
- **Aidoru Promotion -Suzuki Yumie-**
- **Toua Plan Shooting Battle**
- **Oukyuu No Hihou: Tension**
- **Wing Commander III**
- **Gallop Racer**
- **Ongaku Tsukuuru: Kanadeeru 2**
- **Monster Farm (Monster Rancher in the U.S.)**
- **Dragonbeat**
- **Susume! Kaizoku**
- **Tsuiridou Keiryu Kohen**
- **Virtua Pachisuro V**
- **Virtua Pachisuro EX**
- **Konya Mo Senryobako! 2000**

> *dvantage of all the power of the PS2."*—**Shigeru Yokoyama, Namco Executive Producer**





the games

Tekken Tag Tournament

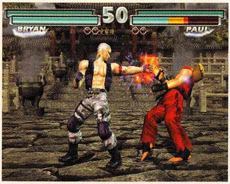
How do you take something that's already good and make it even better? Just leave it in Namco's capable hands. From the Tekken series on the PlayStation to Soul Calibur on the Dreamcast, Namco has a proven history of adding yet another layer of polish to their already topnotch arcade brawlers. The good news is, Tekken Tag Tournament for the PlayStation2 looks to continue this proud tradition.

So what's been improved for the PS2 version? The most obvious difference in Tekken Tag for the PS2 are the superior visuals, which improve on the arcade version tenfold. In fact, the characters now almost look as good as they did in the FMV sequences from previous Tekkens. Other graphical goodies include new variations of existing levels with different seasonal effects and an all-new CG intro movie.

In terms of gameplay, expect a faithful port of the arcade version, but with a few new modes, like a four-player simultaneous melee and a one-on-one fight without the tagging. And that's on top of the Arcade, Team Battle, Time Attack, Survival and Practice modes (and we bet a few more that Namco isn't talking about just yet).

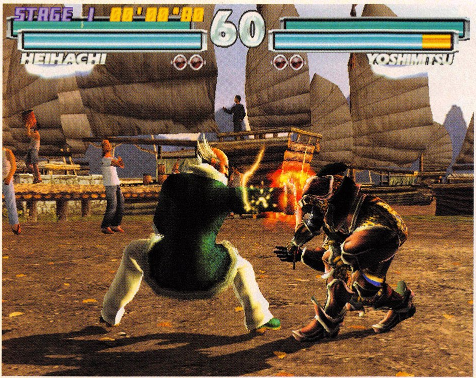
The action in Tekken Tag is similar to the previous Tekken games, but now includes a tag button that allows you to swap in a chosen partner. You can also execute a special tag throw or pull off a devastating tag juggle. The game includes more than 30 characters, most of whom return from previous games. Some combatants will have new moves, and the gameplay balance has been tweaked to make for fairer fights.

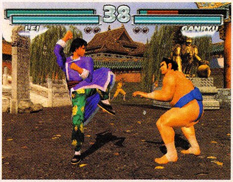
With all these refinements, expect Tekken Tag to take center stage as the new PlayStation2 "killer app" when it releases in Japan on March 30.

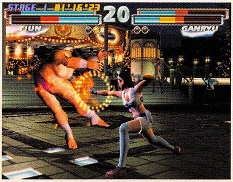


Hands On

If you see this symbol, you know we actually played the game.







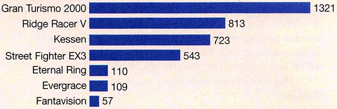
Review Previews

So how do the PlayStation2 games stack up? Of course it's too early for us to rate them since we don't have U.S. versions yet, and who knows what changes (besides the obvious translation) will be incorporated. But here's a look at the ratings given by the biggest Japanese weekly video game magazine, *Famicon Tsushin*, for the big PS2 launch titles, with four reviews for each game on a scale of one to 10:

		TOTAL
Eternal Ring	7 • 6 • 7 • 5	25
Kessen	9 • 8 • 7 • 8	32
Stepping Selection	7 • 9 • 8 • 8	32
Street Fighter EX3	9 • 8 • 8 • 7	32
Drummania	9 • 9 • 7 • 7	32
Ridge Racer V	9 • 10 • 8 • 9	36
Fantavision	8 • 7 • 8 • 8	31

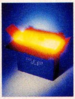
ファミ通
プレイステーション2
同時発売ソフト大特集

Which of the following PS2 games looks most impressive to you?



source: Videogames.com

> *"Holy crap—that looks f---king amazing!"* **—Mark MacDonald, OPM editor, on seeing Ridge Racer V**



the games

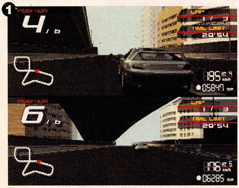
Ridge Racer V

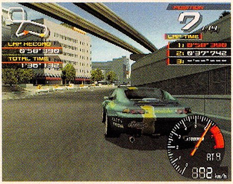
❶ It's fitting that the best PlayStation2 launch title would be a sequel to the best PlayStation launch title all those years ago. Ridge Racer V does nothing but impress from the moment you turn it on to the time you realize you've been playing all night. Some fog in the two-player mode notwithstanding, the game has graphics to die for and a killer musical score, but the one thing that caught us a little off guard is the incredibly addictive racing action. Gameplay itself is very reminiscent of R4, but with the challenge level of Rage Racer's later stages. Not only are there loads of cars to unlock, but engines as well. Great track design, sleek, sexy cars and an adrenaline-pumping musical score round out the single launch title that every new PS2 owner should have.

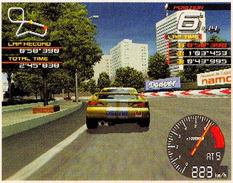
Street Fighter EX3

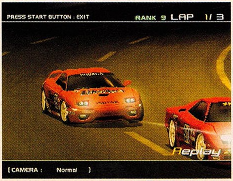
❷ The only fighting game available at the Japanese launch, Street Fighter EX3 is one of those titles that looks better on the PS2 than it would on the PlayStation, but that's about it. While the graphics may look good in these screenshots, seeing them in motion leaves a little to be desired. There are even times of noticeable slowdown when four characters occupy the screen, as often seen in tag team mode (an otherwise welcome addition to the series). The new Character Edit Mode, allowing you to attain new moves after succeeding in training missions and customize your own fighter, is a good idea but only allows you to control Ace—the plainest-looking guy in SF history. Overall it's not bad, but it mostly just makes us want Tekken Tag and Dead or Alive 2 all the more.

❶

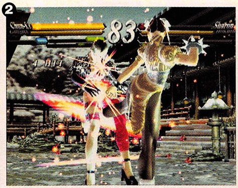

4
29'54
195
6
29'54
176

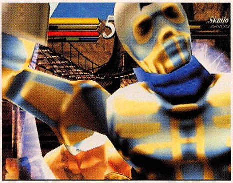

7
0'58"390
1'30"132
1 0'58"390
2 0'37"742
AT 8
882 km/h

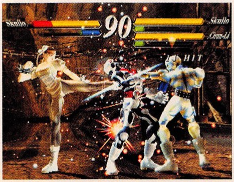

6
0'58"390
2'45"838
1 0'58"390
2 1'03"453
3 0'43"995
namco
AT 5
223 km/h


PRESS START BUTTON : EXIT
RANK 9 LAP 1/ 3
Replay
[CAMERA : Normal]

❷


Chun-Li
83
Sharon

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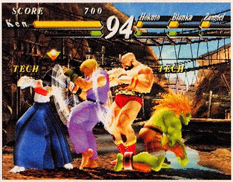
SCORE 700
Ken
94
Hokuto
Blanka
Zangief
TECH
TECH

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CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

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DIGIMON WORLD

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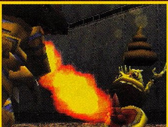

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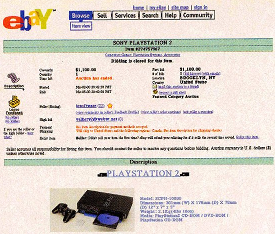

SONY PLAYSTATION 2
Item #274757967
Computer Games: PlayStation Systems, Accessories
Bidding is closed for this item.

Description

Currently $1,100.00
Quantity 1
Time left Auction has ended.
Started Mar-02-00 20:42:38 PST
Ends Mar-05-00 20:42:38 PST

First bid $1,100.00
# of bids 1 (bid history) (with emails)
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Payment See item description for payment methods accepted
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Seller assumes all responsibility for listing this item. You should contact the seller to resolve any questions before bidding. Auction currency is U.S. dollars ($) unless otherwise noted.

Description

PLAYSTATION 2

Model: SCPH-10000
Dimensions: 301mm (W) X 178mm (D) X 78mm
(D) 12" x 7" x 3"
Weight: 2.1Kg(4lbs 10oz)
Media: PlayStation2 CD-ROM / DVD-ROM / PlayStation CD-ROM

Importing a PlayStation2

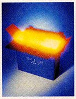
Can't wait for the U.S. PS2? Hope you have a lot of money to spend—the system alone is currently selling for anywhere from $700 to $1,200 from importers and Internet auctions.

If you're still set on getting a Japanese system, try www.tronixweb.com or www.ncsx.com. Remember, you'll only be able to play Japanese PS1 and PS2 games on your imported system.

If you want our advice, you should wait a few weeks. Import prices are almost guaranteed to drop by as much as 50% in the next month or so. Of course, that's easy for us to say, with our PS2s sitting right here, looking all black and sexy. Now if you'll excuse us, we need to play a little more Ridge Racer V...

This remake of GT2 is nothing short of breathtaking—**Gran Turismo 2000**

the games



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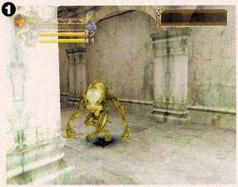

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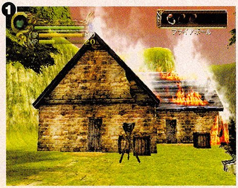

Eternal Ring

① This latest King's Field-style first-person RPG looks deceptively uninteresting at its start, but once you pass through the first cavern it becomes clear that this is no Shadow Tower. The graphics are simply gorgeous, with each dungeon and outdoor area presented in a unique style that simply drips with detail. Enemy models are unique and complex, helping to give each new area its own look. And though the magic and weapon attack animations aren't spectacular, the beauty of the surroundings makes up for it.

While your character moves with painful slowness at the start, once you beat the first boss you gain access to a speedy Ring of Movement, and eventually you'll be able to fashion your own magic rings using "blanks" and an enormous variety of combinations of magic stones.

DrumMania

② Though at first DrumMania may look like little more than a slightly different take on the BeMani series, there's a lot more depth there.

The standard mode serves as a surprisingly helpful percussion primer, ramping up the difficulty slowly to allow newcomers to develop the necessary coordination. But be warned: You're likely to give yourself an aneurysm if you attempt the highest-level songs without some real drumming experience—not to mention annoy the hell out of everyone around you by banging on the occasionally unresponsive controller.

The most interesting features are the Edit mode, which allows you to lay down your own beats to the songs, and the Session mode, in which you "jam" with up to two other players using Guitar Freaks controllers.

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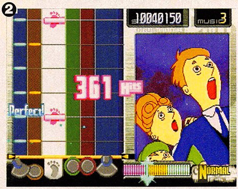

Gran Turismo 2000

③ We've only played one track on a demo CD, but already this remake of GT2 is nothing short of breathtaking. Polyphony has taken the whole "shiny car" look to a whole new level by reflecting the road and trackside details in realtime on the surface of each car. Of course, with the power of the PS2 comes better car models, smoother frame-rates and nary a sign of pop-up or glitching. Expect the same gameplay you've come to know and love with the two original GT titles. What's more, Gran Turismo 2000 takes advantage of the DualShock 2's analog buttons, so no more "feathering" the gas and brake controls.

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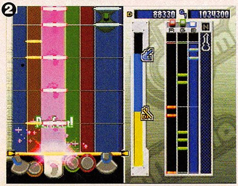

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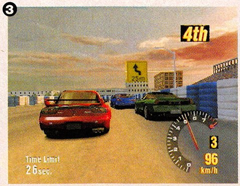

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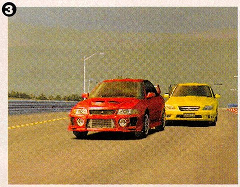

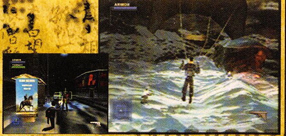

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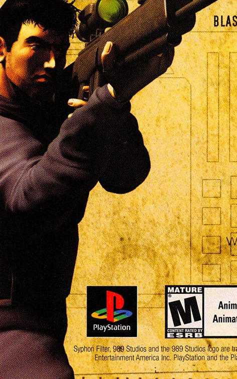

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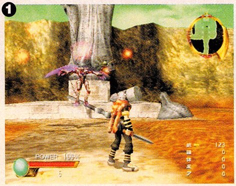

Evergrace

① Though this third-person action RPG boasts some lovely graphics, Eternal Ring seems to edge it out in terms of sheer beauty. Still, Evergrace appears to have everything an action-RPG fan might want: huge, powerful weapons; outlandish spiky armor; spectacular spell effects; and lots and lots of respawning enemies. One of the most interesting elements is the Power meter, which causes your attacks to weaken as you lose hit points and allows you to run only in short bursts as your meter drains—which becomes shorter when you're hurt.

> *"The Dual Shock 2 is a dream come true"*—**Lorne Lanning, president, Oddworld Inhabitants**

the games

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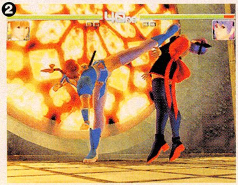

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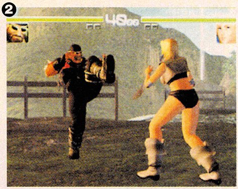

Dead Or Alive 2

② If you thought the buxom babes of Tecmo's Dead or Alive looked great on your PlayStation, just wait till you check 'em out on PS2! Choose your favorite of these five bad girls (maybe even one of the six male characters) and proceed to pound your opponents in multiple-platform arenas. Settings range from sacred temples to moving rafts, and there's even a tag team mode. We saw this one in motion, and it looked just just like the Dreamcast version to us, but Tecmo is promising better facial expressions and camera angles on the PS2.

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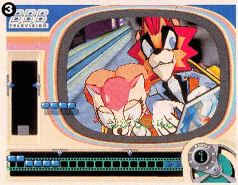

Be On Edge

③ Playing a little like Parappa, Be On Edge is a rhythm based music game featuring some stunning 3D cartoon style graphics. Jabbing the buttons in time with a scrolling bar at the bottom of the screen affects the outcome of the detective story, which involves car chases, shootouts and other Starsky & Hutch related goodness. The music throughout is originally recorded fare with a heavy techno/industrial vibe.

Silpheed

④ Originally launched on the Sega CD by Game Arts, this little-known shooter has found itself as a first-generation game on the PlayStation2. Not much is known about the game except that (according to the video that we've seen), it appears that it will stick close to its lineage—a standard top-down shooter that uses lots of fancy 3-D graphics and special effects to make it look like anything but ordinary.

Fantavision

⑤ This quirky puzzle game really seems like more of a tech demo than anything else—and the results are certainly beautiful, especially during replays, when you can add weather and other effects. The game itself, which involves chaining together sets of similarly colored fireworks, is charming on its own, though it seems rather simplistic so far.

Hrësvelgr

⑥ Hopefully a new PS2 WipeOut title will be announced soon, but in the meantime we'll have Hrësvelgr (you're on your own as to how that one's pronounced). Choose from 16 different ships and take off in this futuristic racer from Gusto, due out this May in Japan.

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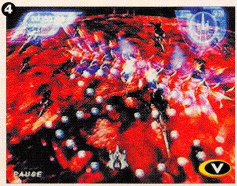

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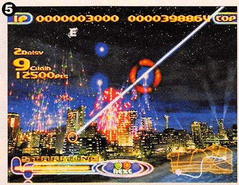

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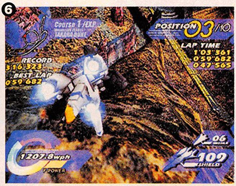

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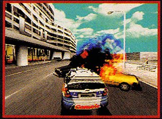

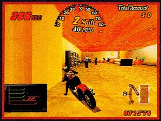

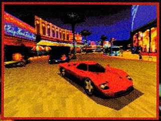

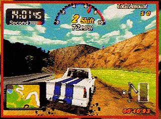

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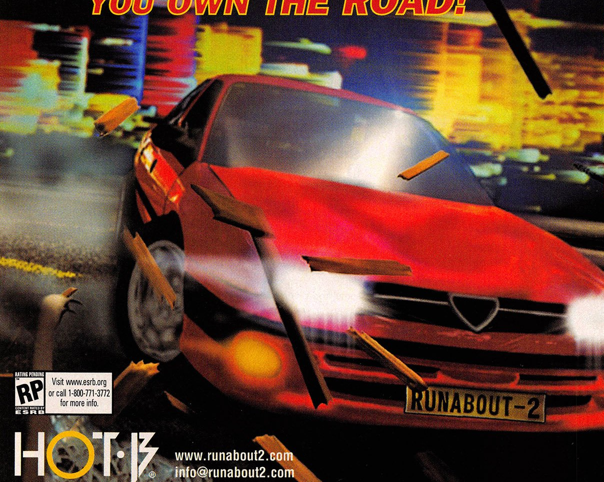

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U.S. Launch Q & A

SO WHEN IS IT COMING TO THE U.S.?! No official release date has been set yet besides "fall 2000." Conventional wisdom says that for a new console that means September.

HOW MUCH WILL IT COST? Again, no word from Sony. But since the PS2 retailed for the same amount as the PS1 did at its launch in Japan (39800 Yen, about $370), some people are assuming the PS2 will launch here for the same price the PS1 did ($299).

WHEN WILL IT GO ONLINE? Sony is planning an online PS2 network to go up sometime in 2001.

HOW MUCH WILL THE GAMES COST HERE? No one knows for sure, but since Japanese PS2 titles retail for about the same price as PS1 games, we expect them to be roughly the same here too.

CAN I PLUG PC USB PERIPHERALS INTO THE PS2? Sure you can…oh, you want to know if they'll actually work? Well, no. Not yet anyway. We tried plugging a couple USB peripherals (mouse and zip drive) in just to see if the PS2 would detect them, and it didn't. This doesn't mean it never will of course—all it would take is a driver update—but for now the answer is no.

IS THERE SOME PROBLEM WITH THE PS2 MEMORY CARDS? Yes. Just after launch, Sony canceled shipment of PS2 memory cards in Japan because of a defect that allowed file data to be easily corrupted. It is not known how many memory cards that shipped with the PS2 hardware are defective, but some owners are reporting problems. Sony planned on resuming shipment of the cards by the end of March.

> *People are assuming the PS2 will launch here for the same price as the PS1 did ($299)*

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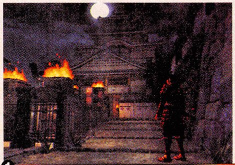

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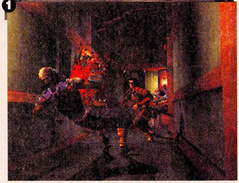

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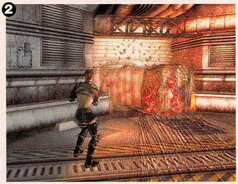

the games

Onimusha

① Imagine Resident Evil set in medieval Japan and you've got the basic idea behind this new adventure title from Capcom. Originally designed as a PS1 game, Onimusha uses the prerendered backgrounds and real-time characters of everyone's favorite survival horror games, but replaces the guns and zombies with swords and samurai warriors. We finally got to see this game in motion this month and it looks fantastic, including the best full-motion video we have ever laid eyes on.

Exterminator

② A very short clip of this new Sony game was unveiled at the PlayStation Festival 2000 in Tokyo just before the PS2 launch, and it surprised everyone. Exterminator looks like it combines the horror and nasty mutants of a Resident Evil with the all real-time paramilitary combat of a game like Syphon Filter. Well, that's how it looks to us anyway; Sony prefers to categorize it as "Panic Action."

I.Q. Remix+

③ In terms of gameplay I.Q. Remix+ isn't much different than the second game, I.Q. Final. We noticed only one major addition: a maze-like level with a severely zoomed-in camera that forces you to wind your way through a maze of deadly black blocks—while they're moving! But graphically the game is in a whole new arena; trippy motion blurs follow every movement of the board, and the background is an ever-changing assault of shapes, colors and static. It's extremely distracting at first—which may be the point—but in time it can be tuned out.

Snowboard Supercross

④ The PlayStation2 is getting an early jump on the slopes thanks to EA Canada, but Snowboard Supercross is like no snowboarding game you've ever seen. An "extreme" take on the sport, SSX offers up a variety of courses strewn throughout the world, some of which are even set inside arenas. Loads of tricks can be performed in addition to being able to catch inhuman amounts of air (we're talking like 200+ feet) by using platforms and ramps. Plus all of the action is accompanied by hip-hop music played by Mix Master Mike (of Beastie Boys fame), and changes depending on how well you perform. When we saw it in motion SSX had some frame-rate problems, but it was still a very early build and EA assured us it will be super smooth by the time the game ships.

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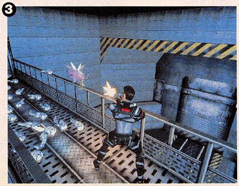

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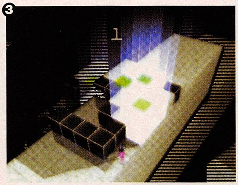

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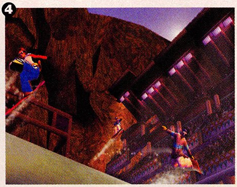

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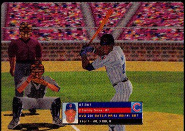

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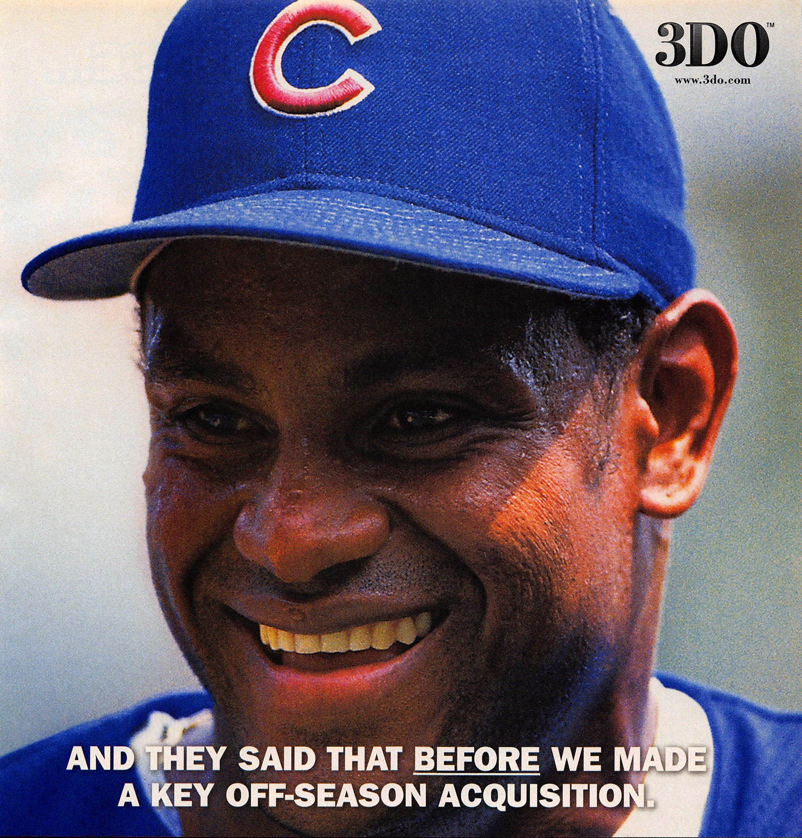

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- Intense pitcher vs. batter match-ups and life-like base running, fielding, and managing.
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- All 30 officially licensed MLB™ teams, as well as the most dead-on predictions for 2000 MLBPA™ player profiles.
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SAMMY SOSA
HIGH HEAT
Baseball™
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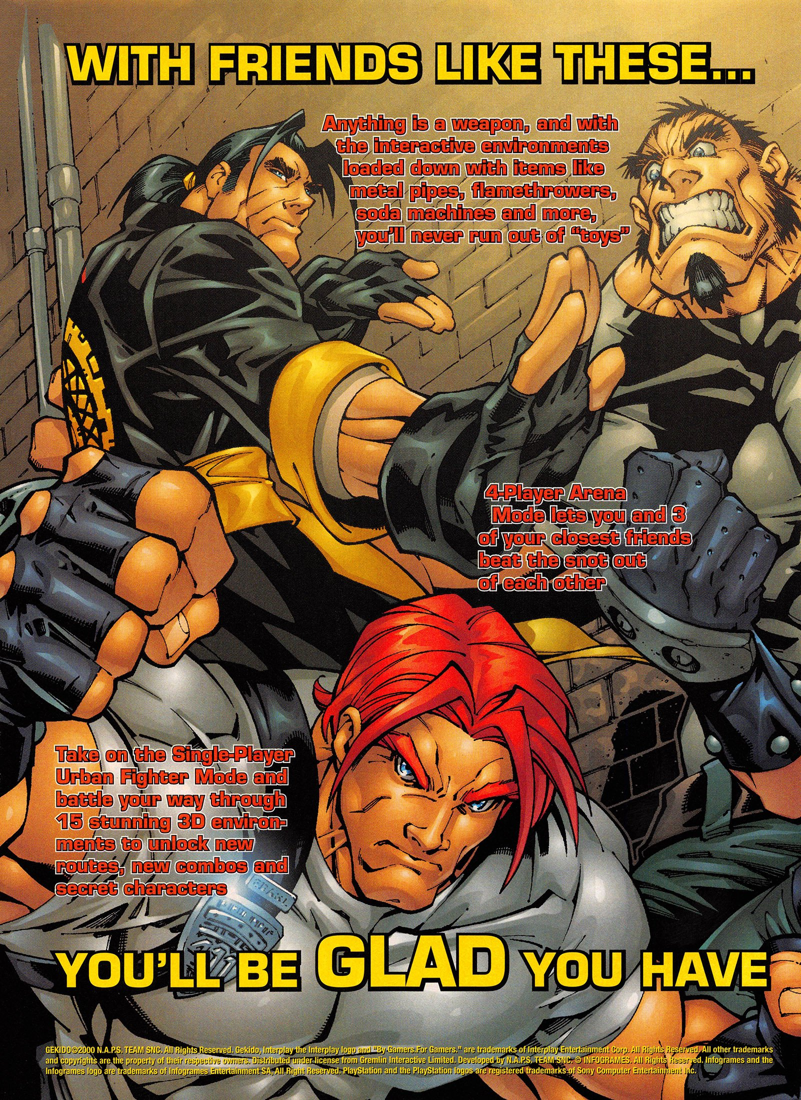

Anything is a weapon, and with the interactive environments loaded down with items like metal pipes, flamethrowers, soda machines and more, you'll never run out of "toys"

4-Player Arena Mode lets you and 3 of your closest friends beat the snot out of each other

Take on the Single-Player Urban Fighter Mode and battle your way through 15 stunning 3D environments to unlock new routes, new combos and secret characters

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"Some of the best-looking special effects ever seen on your little grey box." (PlayStation)
— Official PlayStation Magazine February

"Make your PlayStation shine."
— Daily Radar, October 16, 1999

70
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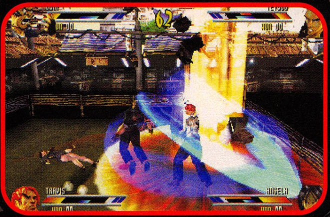
62
TRAVIS
ANGELA

48
KOBUCHI
MICHELLE

Featuring the Music of Fatboy Slim and Apartment 26

ENEMIES

TEEN T CONTENT RATED BY ESRB
Animated Blood
Animated Violence

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PlayStation

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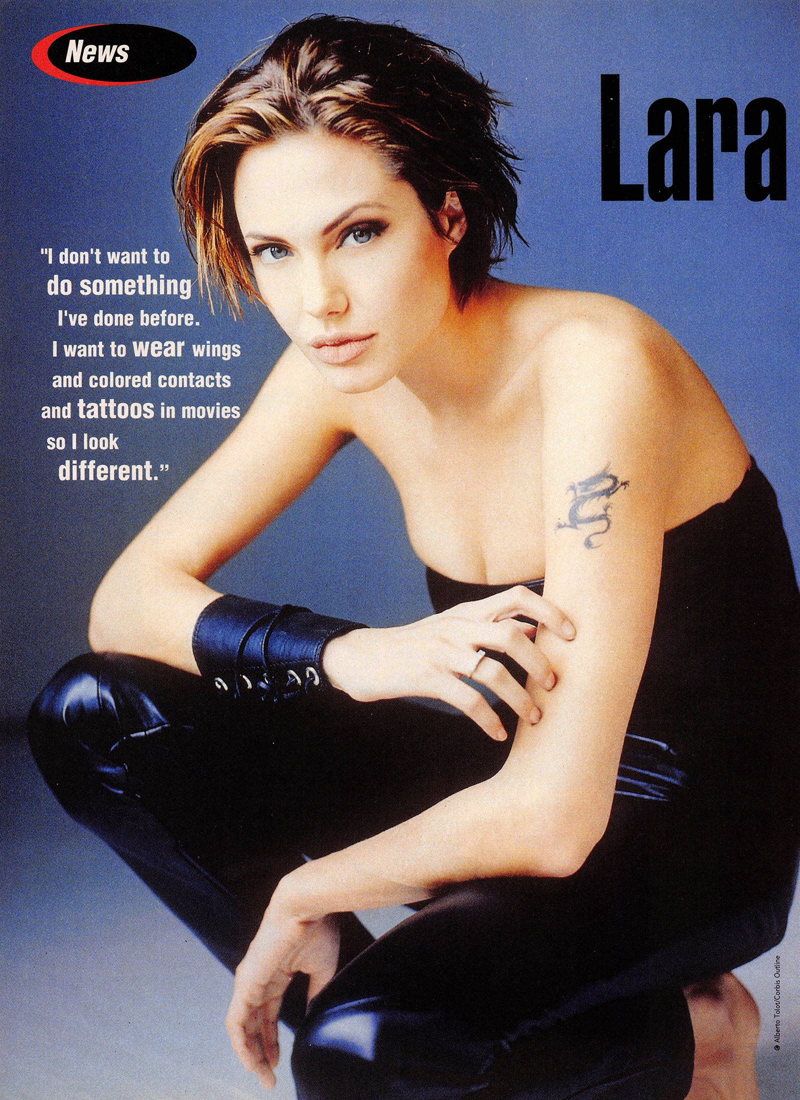
Lara



"I don't want to do something I've done before. I want to **wear** wings and colored contacts and **tattoos** in movies so I look **different**."

© Alberto Tolot/Corbis Outline

Croft's New Face

After months of rumors and speculation, we finally have a winner. According to *Variety*, Angelina Jolie is in the process of finalizing a contract that will land her the role of Lara Croft for the upcoming Tomb Raider film. While there were whispers of other pretty young things taking over as the female Indiana Jones—including Catherine Zeta-Jones, Sandra Bullock and even Posh Spice—none seem as fitting as the saucy and supple Jolie. (Though Posh Spice would have added a certain kitschy appeal to the project.)

Lara Croft, the high-maintenance, high-danger star of Eidos' top-selling Tomb Raider series, has come to pop-culture prominence with her twin guns and ample bosom. The virtual beauty can be seen not only in the games, but also as a pitchwoman for various products and as a model in magazines. A film was the perfect complement to her blossoming popularity.

Playing Lara Croft may bring Jolie even more publicity than her recent Golden Globe for her supporting role in *Girl, Interrupted*. Jolie was also awarded her first Oscar nod for the same role.

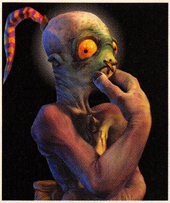
So is taking over a gaming icon—known for a mix of wit, brains and MacGyver-like improvisation—in the best interests of a sultry upstart like Jolie? And moreover, can she handle the role?

We definitely think so. And although Eidos can't comment until the deal is signed, we're sure they'd be happy with an actress of her caliber.

Paramount Pictures will release the Tomb Raider film. Simon West (*Con Air*, *The General's Daughter*) is expected to direct the picture, and filming is slated to start in June.

Jolie's Film Credits

1982	Looking to Get Out
1993	Cyborg 2
1995	Hackers
1996	Mojave Moon
	Foxfire
	Love Is All There Is
1997	True Women
	George Wallace (made for TV)
	Playing God
1998	Playing By Heart
	Hell's Kitchen
	Gia
1999	Pushing Tin
	The Bone Collector
	Girl, Interrupted
2000	Gone in 60 Seconds (in theatres 6/2000)
	Dancing in the Dark (filming began 2/14/2000)



Potent Quotes

"In the end, what we're doing is reverse-engineering life." —Lorne Lanning, president of Oddworld Inhabitants

"Any player who's moved to tumescence by digibimbo Lara [Croft] is in big trouble."
—Newsweek columnist Jack Kroll in an editorial purporting that video games fall short of being "art"

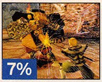
ONLINE POLL Role Call

No longer a niche market, RPGs are becoming a big business in U.S. console gaming. With more and more of these games slated for a Stateside release, we asked our friends at Videogames.com to poll readers on which of the following titles they're most looking forward to. Square's Chrono Cross, the follow-up to the NES hit Chrono Trigger, took top honors, with every other game falling far behind.

63%
Chrono Cross

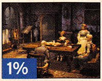
13%
Vagrant Story

Ashley
HP 63/100
FP 48
8%
Wild Arms 2

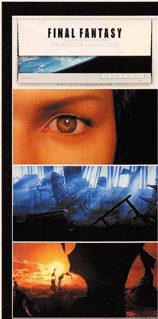

7%
Legend of Dragoon

6%
Front Mission 3

2%
Dragon Valor


1%
Koudelka

FINAL FANTASY MOVIE WEB SITE LAUNCH

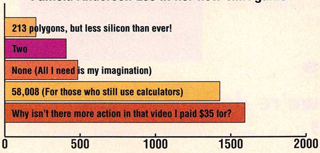


Eager for more info on the upcoming Final Fantasy film? Then check out WWW.FINALFANTASY.COM for all the latest on Square's sure-to-be-blockbuster movie. Last we checked, the site had two brief but brilliant-looking trailer clips, as well as a plot synopsis and background on the characters and actors. The film is currently scheduled to release in summer 2001, and will features the voice work of Donald Sutherland, Steve Buscemi, James Woods and Ving Rhames.

There's No Reducing V.I.P.'s Popularity

Without argument, *V.I.P.* is one of the sillier shows on television. Starring a cast of superfluously bosomed women in scant apparel, *V.I.P.* focuses on a trio of gals who pose as bodyguards for some of California's biggest stars. On the fine-arts scale, this show doesn't register. But that doesn't mean it's without a following. After all, Pamela Anderson Lee's syndicated confectionery is one of the most popular shows among American teens—and where there are teens, there are video game opportunities. That would explain why Ubi Soft has nabbed the license to make a *V.I.P.* game for the PlayStation and PlayStation2 (as well as every other system known to man). The game will be a 3D action affair, but so far that's all we know. No PS2 release date has been set, but the PlayStation release is expected this November.

How many polygons will it take to faithfully render Pamela Anderson Lee in her new V.I.P. game?



Pick Up That Controller and Do Your Homework!

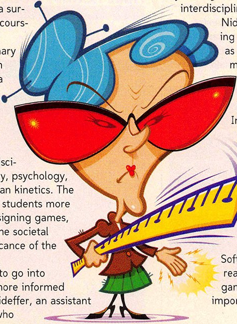
Certainly the gamer image is far from a professorial look, but all that could change when students at the University of California, Irvine start lining up to register for a surprising selection of new courses next fall. The newly announced Interdisciplinary Gaming Studies Program will be unveiled, taking a baby step toward a gaming "major."

According to *ZDNet News*, the program will incorporate a variety of courses from different disciplines including sociology, psychology, graphic design and human kinetics. The ultimate goal is to teach students more than just coding and designing games, but to also understand the societal impact and social significance of the $7 billion industry.

"It really allows them to go into these industries with a more informed position," said Robert Nideffer, an assistant professor at UC Irvine, who heads the new gaming program. "Hopefully that becomes attractive to potential employers because you've got employees with a more interdisciplinary framework."

Nideffer believes that studying gaming will be considered as legitimate and valuable as majoring in film or television. Other schools that offer game-focused courses are the Massachusetts Institute of Technology and New York University. But neither of those schools are taking an interdisciplinary approach.

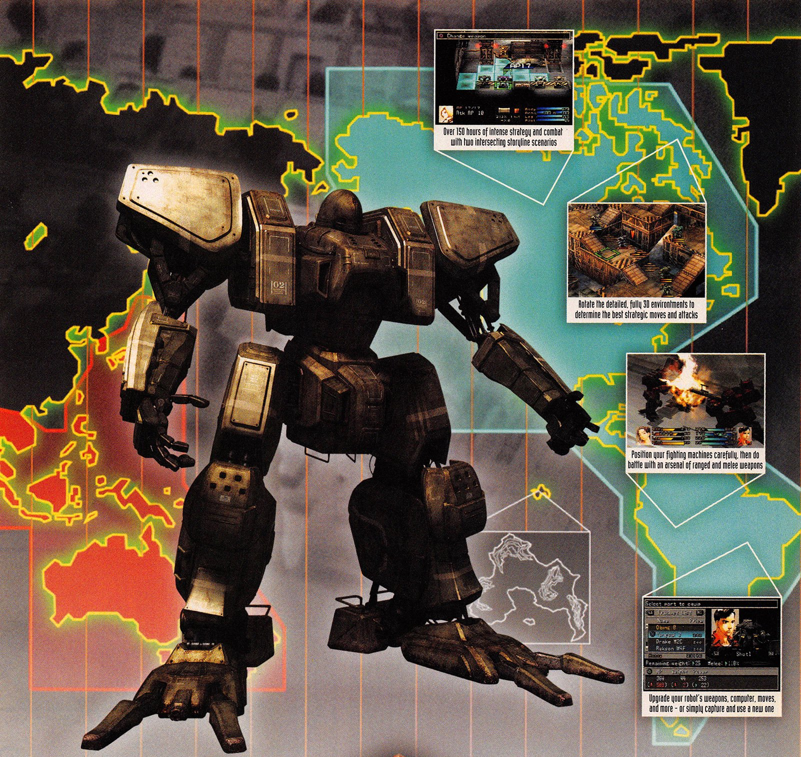
"It's a good thing for the industry," said Carolyn Rauch, senior VP of the Interactive Digital Software Association. "It's really a reflection that video games have become a more important part of our culture."



DATA STREAM

Final Fantasy IX is set to release even sooner than many believed. Square recently announced that the game should be out in Japan in July. Square also said that **Final Fantasy X** (for the PS2) will be out in spring 2001, but **Final Fantasy XI** has been delayed from summer to fall 2001....While we haven't been able to confirm this, we're hearing from multiple sources that Shiny Entertainment will be making a game based on **The Matrix**. The current scuttlebutt has the game's release set to coincide with the second Matrix film....Eidos Interactive tipped its hand regarding the next **Tomb Raider** game in a recent financial release. Apparently, the fifth installment in the series is supposed to out in time for the holiday season this year, and will be on the current PlayStation....As we reported last month, Activision will be localizing Chase the Express for the U.S. market, but will be changing the name. The U.S. title will be **Cover Ops: Nuclear Dawn**....EA announced it will purchase DreamWorks Interactive, the developer of the critically acclaimed Medal of Honor....Red Storm's **Rogue Spear** will be released on the current PlayStation by the end of this year.

illustration: Wayne Vincent photo: © Stephen Wavda/Corbis Outline


Change weapon
AP17
AP 17/17
Atk AP 10
Body
ArmL
Leg
Pilot
Select part to equip
Product List
Name
Price
Drake M2C
Rakson M4F
Shot1
Remaining weight: 25
Melee: 118%
HP
Weight
Power
02

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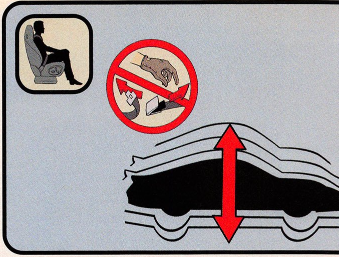
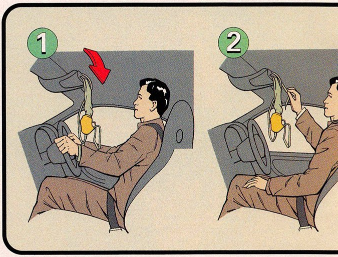
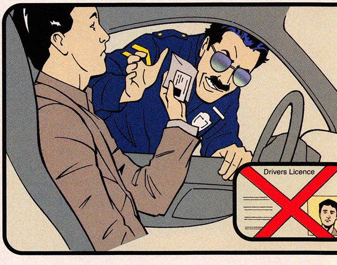
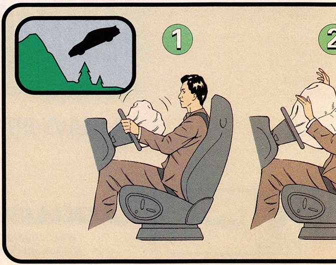
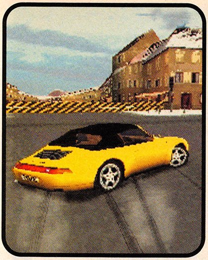
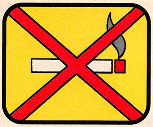


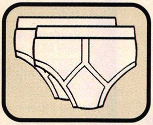


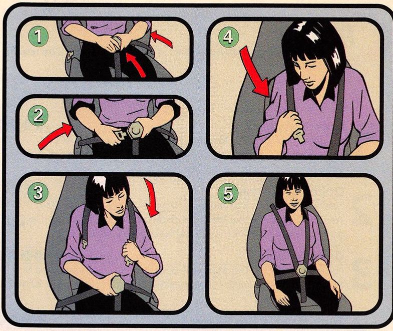


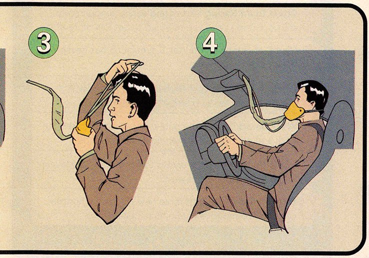


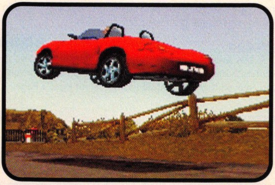


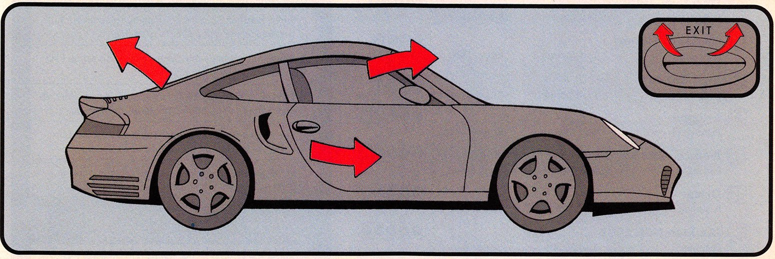


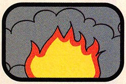




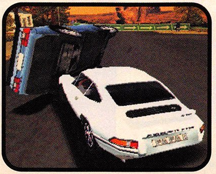


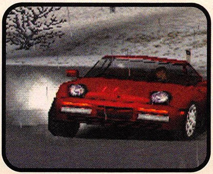


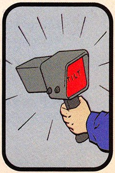




EXIT OPERATION:
OBSERVE SURROUNDINGS. IF SCENERY IS MOVING–REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT.







Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Gran Turismo 2 ●●●●●

Publisher: Sony CEA **Last Month:** 1 **Genre:** Racing **Release Date:** Dec. 1999

You all seem to be shagging GT2 up like it was the best game of 1999 or something. It's nice to see that you listen to us.

2 Dukes of Hazzard ●◐○○○

Publisher: Southpeak **Last Month:** 5 **Genre:** Racing **Release Date:** Dec. 1999

We can only assume that the nostalgia factor is causing this one to sell like gangbusters. It's...umm...nice to see that you listen to us.

3 Gran Turismo ●●●●●

Publisher: Sony CEA **Last Month:** 3 **Genre:** Racing **Release Date:** May 1998

You just can't get enough of this revolutionary racer, can you? At 20 bucks, who can blame you?

4 Tony Hawk's Pro Skater ●●●●◐

Publisher: Activision **Last Month:** 2 **Genre:** Sports **Release Date:** Sept. 1999

It'll be interesting to see if this modern skateboarding classic can maintain its solid sales once Sony releases the promising Grind Session.

5 Spyro the Dragon ●●●●○

Publisher: Sony CEA **Last Month:** 4 **Genre:** Action **Release Date:** Sept. 1998

Spyro's first adventure is the only game in this month's top five not involving wheels. And if you enjoyed this one, wait till you check out Ripto's Rage!

	Title	Rating	Publisher	Last Month	Release Date
6	**Crash Bandicoot: WARPED**	●●●●●	Sony CEA	7	Nov. 1998
7	**Tomorrow Never Dies**	●●●◐○	EA	6	Nov. 1999
8	**NBA Live 2000**	●●●●◐	EA	11	Nov. 1999
9	**Medal of Honor**	●●●●○	EA	8	Nov. 1999
10	**Sled Storm**	●●●●○	EA	17	Aug. 1999
11	**Frogger**	●●◐○○	Hasbro	10	Oct. 1997
12	**Namco Museum Volume 3**	●●●◐○	Namco	14	Feb. 1997
13	**Driver**	●●●●○	GT Interactive	13	June 1999
14	**Madden NFL 2000**	●●●●●	EA	16	Aug. 1999
15	**Spyro 2: Ripto's Rage!**	●●●●◐	Sony CEA	-	Nov. 1999
16	**Need For Speed IV: High Stakes**	●●●●◐	EA	-	March 1999
17	**Rugrats**	●●●◐○	THQ	12	Nov. 1998
18	**Tomb Raider III**	●●●◐○	Eidos	-	Nov. 1998
19	**Namco Museum Volume 1**	●●●◐○	Namco	-	Aug. 1996
20	**A Bug's Life**	●●○○○	Sony CEA	-	Nov. 1998

namco Presents

Top 10 Most Wanted

As nominated by our attractive, intelligent readers

1. **Syphon Filter 2** Our March cover story seems to have excited a throng of Gabe Logan fans.
2. **Resident Evil 3** Last month the PS2 occupied this spot while RE3 was nowhere to be seen. Interesting...
3. **Gran Turismo 2** Debunked from the top spot! SF2 we can see, but by RE3 as well? Well, the votes don't lie.
4. **Fear Effect** The awesome adventures of Hana and company have every reason to be in high demand.
5. **Crash Team Racing** Kart-racing action is apparently still your thing...and you're about to get lots more of it.
6. **Medal of Honor** World War II simulation has never been more in-your-face.
7. **Tomb Raider: The Last Revelation** We wonder if Angelina Jolie has ever actually played this one...
8. **WWF SmackDown!** The public says it wants to see the Rock and other massive men on its PlayStations.
9. **Silent Bomber** When it comes to fun factor, SB delivers in the most explosive of ways.
10. **Final Fantasy VIII** With three new FFs on the horizon, can Squall's squad maintain its popularity?

James Glenn Denner

Our monthly contest winner's top five picks

1. **Silent Bomber** James is anything but silent about his desire for some good ol' blowin' stuff up.
2. **Alundra 2** We hope that James enjoys this action RPG sequel a little bit more than we did.
3. **Marvel vs. Capcom EX** If James really likes his Marvel, then pages 66 and 68 might interest him greatly.
4. **Sim Theme Park** When James opens up the next Six Flags, we're hoping he'll send us some free tickets.
5. **WWF SmackDown!** As great as this game is, we're betting James breaks from it on Thursday nights.

Editors' Top 5

What we've been playing instead of working

1. **Ridge Racer V** Of all the completed Japanese PS2 games we gathered, RRV shines above the rest.
2. **Speed Punks** Finally, something to satiate our CTR-inspired kart-racing desires! (Sorry, South Park Rally.)
3. **Gran Turismo 2000** We've only played the demo, but GT2000 has us salivating for more.
4. **Triple Play 2001** There's actually some dissension about this one in the office...but Kraig sure likes it!
5. **Mr. Driller** This unique puzzler is easily the best of the genre for the PS since Ballistic.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: chris_m_baker@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, mid-February 2000. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Dreamcast, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

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4 Wheel Thunder	$42.95
Berzerk	42.95
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Crazy Taxi	49.95
D2	49.95
Dead or Alive 2	39.95
Draconus: Cult of the Wyrm	44.95
ECW Hardcore Revolution	43.95
ESPN Baseball Tonight	39.95
F1 World Grand Prix	39.95
Grand Theft Auto 2	39.95
Hidden & Dangerous	44.95
Jeremy McGrath Supercross 2000	43.95
Jojo's Bizarre Venture	42.95
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NHL 2K	49.95
Nightmare Creatures 2	39.95
Omikron	39.95
Plasma Sword	34.95
Resident Evil Code Veronica	46.95
Roadsters	39.95
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Street Fighter Alpha 3	42.95
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Sailor Moon R The Movie – The Promise of the Rose	20.95
Trigun The $60,000,000,000 Man	20.95

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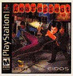
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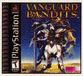
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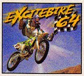
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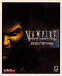
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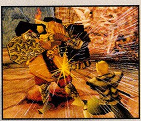

From left to right: Legend of Dragoon and Star Trek Invasion

Coming Soon

May

Arena Football Unleashed	Midway	Sports
Caesars Palace 2000	Interplay	Misc.
CatDog: Saving Mean Bob	Hasbro	Action
Duke Nukem: Planet Of Babes	GT Interactive	Action
ESPN Major League Soccer	Konami	Sports
Grind Session	Sony CEA	Sports
Jedi Power Battles	LucasArts	Action
Jeremy McGrath 2000	Acclaim	Racing
Jojo's Bizarre Adventure	Capcom	Fighting
MediEvil II	Sony CEA	Action
Mike Tyson Boxing	Codemasters	Sports
Mr. Driller	Namco	Puzzle
Rampage Through Time	Midway	Action
Rayman 2	Ubi Soft	Action
Reel Fishing 2	Crave	Sports
Runabout 2	HotB	Action
Street Fighter EX 2 Plus	Capcom	Fighting
Strider 2	Capcom	Action
Tenchu 2: Birth of the Assassin	Activision	Action
Vanishing Point	Acclaim	Racing
Vagrant Story	Square EA	RPG
Wild Arms 2: Second Ignition	Sony CEA	RPG
WTC: World Racing Championship	Codemasters	Racing

June

Bass Masters Classic Tournament Edition	THQ	Sports
Baldur's Gate	Interplay	RPG
Blaster Master: Blasting Again	Sunsoft	Action
Carnivale	Vatical	Action
Covert Ops: Nuclear Dawn	Activision	Action
Darkstone	Take 2 Interactive	RPG
Dragon Valor	Namco	RPG
In Fisherman Bass Hunter	Take 2	Sports
Legend Of Dragoon	Sony CEA	RPG
Major League Soccer	Konami	Sports
Mortal Kombat Special Forces	Midway	Action
MTV Sports: Skateboarding	THQ	Sports
Paper Boy	Midway	Action
Polaris SnoCrossing	Vatical	Racing
Sabotuer	Eidos	Action
Star Trek Invasion	Activision	Action
X-Men: Mutant Academy	Activision	Fighting

Future Releases

102 Dalmations	Eidos	Action
Action Man	Hasbro	Action
Alone in the Dark 4	Infogrames	Action
Arc the Lad Collection	Working Designs	RPG
Black & White	Midas	Strategy
Breath of Fire IV	Capcom	RPG
Breakout	Hasbro	Action
CART Racing	Midway	Racing

Future Releases (cont.)

Casper	Stealth Learning	Action
Championship Motocross 2	THQ	Racing
Chrono Cross	Square EA	RPG
Disney Classic Adventures Hosted by Goofy	NewKidCo	Action
Dragon Quest VII	Enix	RPG
Dragon Tales	NewKidCo	Action
Driver 2	GT Interactive	Action
Evil Dead: Hail to the King	THQ	Action
Family Feud	Hasbro	Misc
Final Fantasy IX	Square EA	RPG
Frogger 2	Hasbro	Action
Galaga	Hasbro	Action
Gravity Games	Midway	Sports
Hellboy	DH Interactive	Action
Hot Wheels Turbo Racing 2	EA	Racing
Hot Wheels Extreme: Hot Waves	Mattel	Sports
Jeopardy 2	Hasbro	Misc.
KISS: Psycho Circus	Rockstar Games	Action
Konami Rally	Konami	Racing
The Land Before Time	Stealth Learning	Action
Legend of Mana	Square EA	RPG
Lego Racers 2	Lego Media	Racing
Lego Soccer	Lego Media	Sports
Lunar 2: Eternal Blue	Working Designs	RPG
Madden 2001	EA Sports	Sports
Mat Hoffman's Pro BMX	Activision	Sports
Mega Man Legends 2	Capcom	Action
Messiah	Interplay	Action
MoHo	Rockstar	Action
Mort The Chicken	Crave	Action
MTV Sports: Snowboarding 2	THQ	Sports
MTV Sports: BMX	THQ	Racing
NASCAR Heat	Hasbro	Racing
NASCAR Racers	Hasbro	Racing
N-GEN Racing	Infogrames	Racing
Nick Toons Racing	Hasbro	Racing
NFL GameDay 2001	Sony CEA	Sports
Parasite Eve 2	Square EA	RPG
Planet of the Apes	Fox Interactive	Action
Power Rangers Lightspeed Rescue	THQ	Action
Rainbow Six: Rogue Spear	Redstorm	Action
R/C Smash & Bash	Mattel	Racing
Resident Evil Survivor	Capcom	Action
Revolt 2	Acclaim	Racing
Rock 'em Sock 'em Robots	Mattel	Fighting
Rogue Trip 2	GT Interactive	Action
Roswell Conspiracies	Redstorm	Action
Rugrats in Paris	THQ	Action
Scooby Doo	THQ	Action
Simpsons	Fox Interactive	Action
Spider-Man	Activision	Action
Test Drive Rally	Infogrames	Racing
Test Drive Cycles	Infogrames	Racing
The World Is Not Enough	EA	Action
Threads of Fate	Square EA	RPG
Tom & Jerry	NewKidCo	Action
Tonka Space Station	Hasbro	Action
Tony Hawk's Pro Skater 2	Activision	Sports
Ultimate Fighting Championship	Crave	Action
Unreal	GT Interactive	Action
Wacky Racers	Infogrames	Racing
Wheel of Fortune 2	Hasbro	Misc
Winnie the Pooh	NewKidCo	Action
Yeh Yeh Tennis	Sunsoft	Sports

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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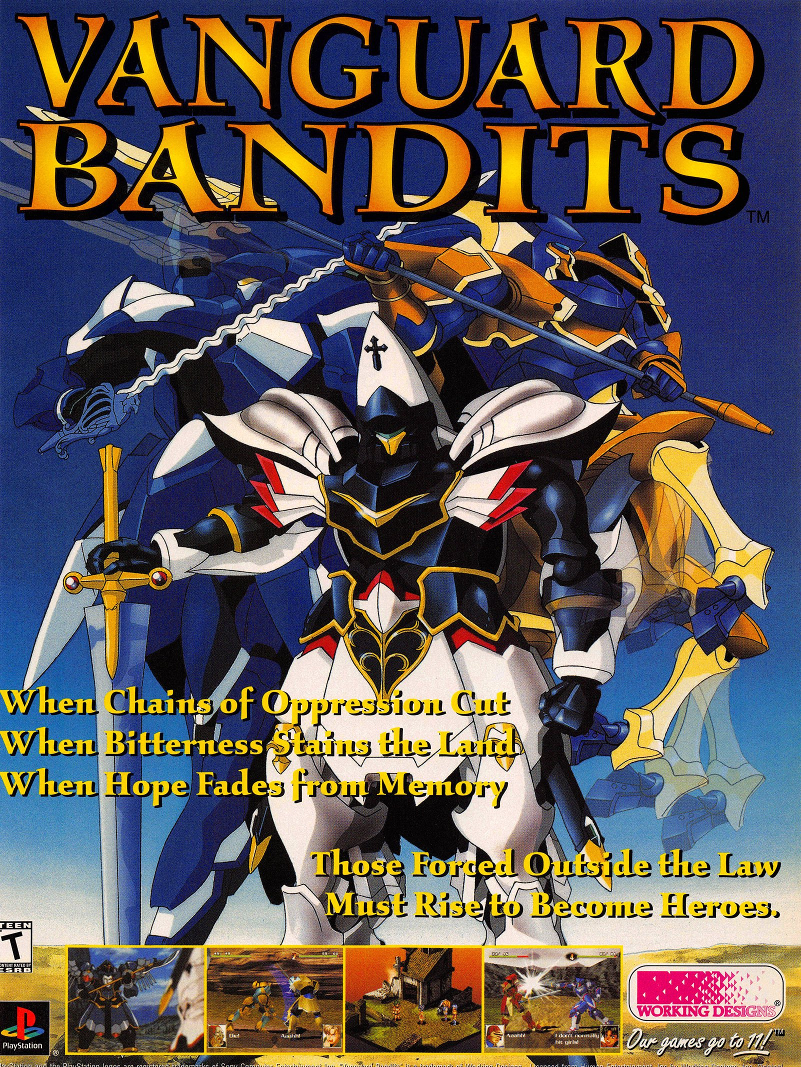
When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory
Those Forced Outside the Law
Must Rise to Become Heroes.
TEEN
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PlayStation
Die!
Aaahh!
Aaahh!
I don't normally hit girls!
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PlayStation®

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4TH

It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hairpin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

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CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

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Tired of the country club telling you what to wear?
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Thirteen different golfers who'd probably under-tip the valet. Fierce head-to-head, foursome and tournament competition on seven glorious courses. Equipment upgrades for the true fanatic. Swing free, friend. Swing free.

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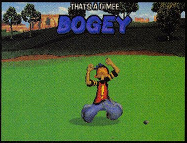
THAT'S A GIMEE
BOGEY

HOT SHOTS GOLF 2

GOLF FOR THE PEOPLE.

COLIN McRAE RALLY™

TAKE ON THE BEST.

Far beyond the cushy confines of asphalt, a select breed of driver is pushing the limits of man, machine and sanity. The rally racer. Equipped with his trusty co-driver and war horse of a race car, he'll have to suck it up for up to four days of murderous driving in the most inhospitable reaches of the earth. Why not join in on the fun? Colin McRae Rally.™ Slap on a clean pair of skivvies and give thanks for the roll bar. You're about to face the most hair-raising form of racing since the invention of the wheel. For starters, you've got 11 world-class rally cars to run ragged. The Subaru Impreza WRC, Audi Quattro, Mitsubishi Lancer E4 and Seat Ibiza Kit Car Evo2, just to name a few. Their performance and handling specs come straight from the manufacturers. Tire type, steering sensitivity and suspension are all yours for the customizing. Damn, it's good to be a man. So, where do you plan on going with all that horsepower? Rally across eight different countries. From the frozen mountaintops of Monte Carlo to the winding coastal cliffs of Corsica. The dark jungles of Indonesia to the bone-jarring back roads of Greece. And

🇫🇷 Corsica – Even on this idyllic island, the ridiculously narrow, winding roads make it impossible to relax.

MoviStar
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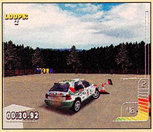
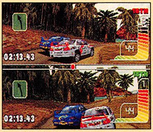
FOUR HOURS OF SCORCHING HEAT AND BLIND TURNS WEREN'T A





🇬🇷 Greece – The cradle of Western civilization. Home of some really crappy gravel roads.

🇬🇧 England – Bloody lousy driving conditions. Muddy, sloppy and devoid of traction.

🇸🇪 Sweden – The mother lode of treacherous, icy roads. And we use the term "roads" very loosely.

THINGS TO AVOID: 🚑 🚓 🐕

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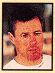
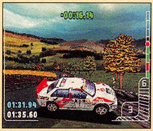
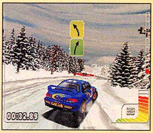
PROBLEM. THAT SOGGY UNDERWEAR FEELING, NOW THAT WAS A PROBLEM.

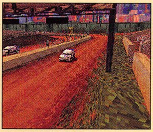


Colin McRae, the Flying Scotsman. World Rally Champion. Two-time British Rally Champion. Youngest champion in the history of the sport. Blatantly disregards "Road Closed" signs.



from the dusty plains of the Australian Outback to the slippery mud bogs of the U.K. But this is no vacation. Each track is riddled with blind turns and surfaces that'll have you double-clutching all the way to the finish line. Strip away almost all visibility and you've got the near-impossible night-driving stages. As if the horrendous driving conditions weren't enough, you'll have to compete against Colin's best times in the Time Trial stages. (Good luck, mate.) Each stage is tougher than the next. Got an equally masochistic buddy? Go head-to-head in the 2-player Super Special Stage Rallies.





By now, it's pretty obvious. You're gonna need all the help you can get. Luckily, you've got Nicky Grist, Colin McRae's real-life co-driver, feeding you directions as you navigate every high-speed turn. Relax, rookie, there's also an in-depth Rally School training section taught by the master himself, Colin McRae.

Monaco – Mecca of high-stakes gambling. Equally dicey snow-covered, winding mountain roads.

If common sense still hasn't taken over, you may have what it takes to be one of the few, the proud, the extremely uncomfortable.

Indonesia – The dark, wet jungles are enough to send most drivers crying back to their pit crews.

New Zealand – Take on a maze of dusty woodland trails. Reduce the kiwi to roadkill.

Monte Carlo – Hard-packed ice and slippery snow are about to have their way with you.

EVERYONE
E
CONTENT RATED BY
ESRB

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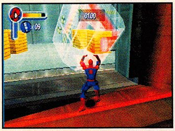
Theme: Action
# of Players: 1
Availability: Q2 2000
Developer: Neversoft
Publisher: Activision
URL: www.activision.com

Spider-Man

Get ready, true believers! Spidey's on his way to the PlayStation



With his enhanced strength, Spider-Man is able to lift heavy items like this bomb. He can also throw chairs, desks, plants and more at enemies.

270

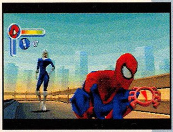
Spider-Man currently features over 270 animations—with many more to come.

Clinging to walls. Swinging from building to building. Saving Manhattan from some of the most diabolical villains on the face of the planet. It's just another day in the life of your friendly neighborhood Spider-Man. And thanks to Activision, you'll have the chance to live that life yourself this summer.

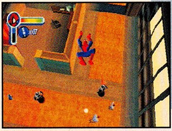
If your Spider-Sense tingles at the mere thought of seeing the Wall-Crawler on your PlayStation, it's with good reason: Through vast free-roaming environments, Spidey—in full 3D for the first time—scales across and slings his way through buildings en route to fulfilling the objectives of the mission at hand. In his way stand hired thugs, police choppers, mutant lizards and infamous supervillains, just to name a few. But with his wide assortment of acrobatic moves and web weapons (see sidebar), it's nothing Marvel's most iconic superhero can't handle.

Activision worked very closely with Marvel to ensure synergy—even continuity—between the game and its comic book roots. In other words, don't expect to see Mary Jane in this one (in the comics she's supposedly dead). However, do expect to battle the Scorpion, featuring his latest look, within the familiar confines of the Daily Bugle (but not before a quick pass by Fantastic Four headquarters). Venom and Rhino are also confirmed supernemeses, with the promise of other additions as well. Meanwhile, Black Cat represents the only known superhero cameo thus far, offering helpful gameplay tips to the man in tights. When asked how it was decided which other heroes and villains would be included, Activision Associate Producer T.Q. Jefferson gave the answer of a true comic fan: "The problem isn't deciding who to include," he said. "It's who *not* to include."

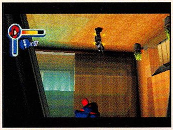
Regardless of which characters may be added and which will have to wait for a sequel, to merely state that Spider-Man looks promising at this point would be like saying the Kingpin could stand to lose a few pounds. It could be the last great game you play before purchasing that PlayStation2.



Black Cat drops in to tell the Web-Slinger what's going down.



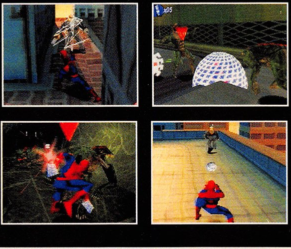
If you fail to maintain stealth, your game ends when a hostage is killed.



Hit LI to bring up the crosshairs, and put your target in a sticky situation.

Ways of the Web

By using Spidey's limited supply of web fluid, you can tangle up and yank antagonists (top left), cast a protective web dome (top right), add some strength to your punches with web spikes (bottom left), or throw a cannonball-like impact web (bottom right). (Unfortunately, a web skateboard is absent from Spider-Man's repertoire, worth noting since the game's solid play is based on the Tony Hawk's Pro Skater engine.)



SCORE 5380
SHIELD 100
88

It's more than run and gun. It's blow and go. Evil super battle ship Dante has been dispatched to blow up the planet. You've been dispatched to stop it. After all, that's what you've been genetically engineered for. Armed with napalm, gravity, fire and paralyzer bombs, you're the only thing standing between her and total destruction of an entire race. With 26 explosive missions, it's action so intense you won't be able to tear yourself away. Bathroom? Maybe next year.

SCORE 13220
TARGET 02/11
93
TARGE

NAPALM BOMBS. GRAVITY BOMBS. PARALYZER BOMBS. FIRE BOMBS. THIS GAME REALLY BLOWS.

SilentBomber™

PlayStation

BANDAI®

RATING PENDING
RP
CONTENT RATED BY ESRB

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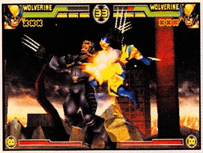
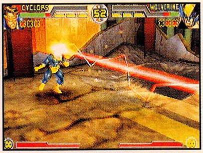
Theme: Fighting
# of Players: 1-2

Availability: July
Developer: Paradox

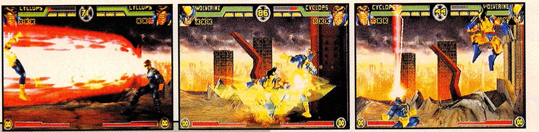
Publisher: Activision
URL: www.activision.com





X-Men: Mutant Academy

Activision cashes in on X-Men mayhem



Cyclops in his movie duds shows his comic-attired clone a thing or two about how to use his optic blast.

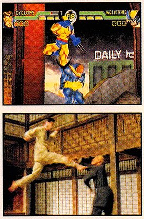
The X-Men are attempting a hostile mutant takeover of the American consumer subconscious by flooding the market with more than just comic books. On the vid-game end, X-Men: Mutant Academy marks the 3D debut of these comic studs on the PlayStation.

Based on the Wu-Tang engine, the game includes 10 different playable X-Men: Wolverine, Cyclops, Gambit, Storm, Beast, Phoenix, Sabretooth, Mystique, Toad and Magneto. Each is equipped with signature mutant powers ranging from Wolverine's adamantium claws to Cyclops' optic blast. There are three modes of play: Academy Training, Arcade and Versus. Professor X even cameos in training to teach players how to master their mutant powers.

X-Men sells 30 million comic books annually, and the mass market will find a suitable game to match the comic experience: So far the graphics look nice and the character animations are well done. There are some really cool cinematic camera angles, as well, including slow-motion pans *a la The Matrix*. The backgrounds fit in with the fighting sets, ranging from the roof of a post-apocalyptic building to a fire-laden volcanic floor. Of course, as with any mass- appeal fighting game, it might not entice 2D fanatics who have always favored Capcom's fighters.

The *X-Men* movie will also impact the game: The new leather costumes of each character can be unlocked or you can fight in the classic uniforms. Count on tons more info in our huge feature next month.

Matrix Movements

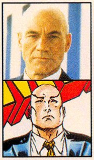


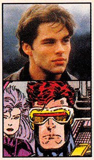
The naked eye can hardly differentiate between Wolverine's spinning slow-mo jump kick and Keanu Reeves' ridiculous inability to act. Of course, kicking a stunned Cyclops in the back of the noggin is easier in surreality than getting a foot on Lawrence Fishburne.

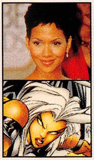
The Who's Who of Mutants

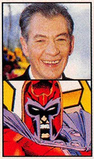
You've seen some of them commanding starships, using the Force or even posing in a swimsuit—and some you may never have seen at all. They're the cast of this summer's 20th Century Fox X-MEN feature film, the basis for much of the game's hype and content. Not pictured are Famke Janssen (GOLDENEYE) as Jean Grey, wrestler Tyler Mane as Sabretooth and Oscar-winner Anna Paquin as Rogue (as of now, not in the game).

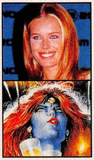
Hugh Jackman: Wolverine

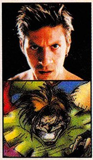

Patrick Stewart: Prof. Xavier


James Marsden: Cyclops


Halle Berry: Storm


Sir Ian McKellen: Magneto


Rebecca Romijn-Stamos: Mystique


Ray Park: Toad

Photos by Everett Collection

GT2
GRAN TURISMO

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78 Ri 195.08 RED INTERACTIVE MUSIC FOR GAMERS

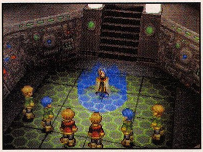
red ink

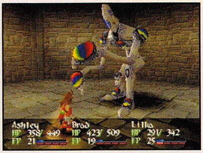
PlayStation®

POLYPHONY

TUFF BREAK

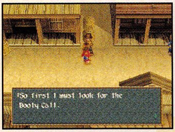
Theme: RPG
# of Players: 1
Availability: May 2000
Developer: Contrail
Publisher: Sony CEA
URL: www.playstation.com





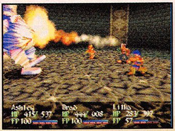
Wild Arms 2: 2nd Ignition

One of the PlayStation's first RPGs finally gets a sequel



"So first I must look for the Booty Call.

The Booty Call. A tool used to find hidden treasure, entertainment for a lonely Damzen citizen...or both?



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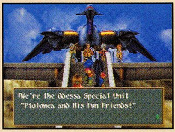
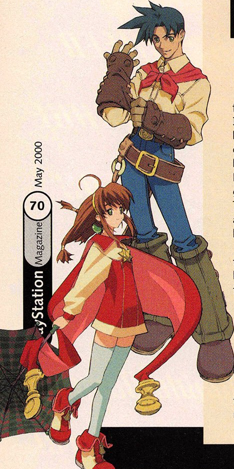
The number of different Personal Skills each character can learn. These include Auto Guard, Counter, Paralysis Defend and Restore HP at Level-Up.



"We're the Odessa Special Unit "Ptolomea and His Fun Friends!"



It's been almost three years since Sony released Wild Arms, one of the very first RPGs to hit the PlayStation. Incorporating three-dimensional battle scenes with a traditional 2D overworld, Wild Arms helped to kick-start the surge of PlayStation RPGs (as well as foreshadowing the great success of Final Fantasy VII). Three years later, the sequel finally arrives with a full 3D world and a brand-new story.

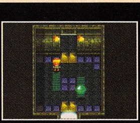
Once again, the plot unfolds in the world called Filgaia. But don't be fooled...this Filgaia is much different than the setting of the first Wild Arms. The game begins by guiding the three main characters through individual quests, eventually culminating in the formation of your party: the independent special force team ARMS (Agile Remote Mission Squad). Fans of the first game will undoubtedly recognize this acronym representing feared ancient weapons—these weapons return and are used by the members of ARMS during their freelance missions throughout Filgaia. ARMS is comprised of three main members: Ashley, a young "merc" plucked from the musketeer ranks; Lilka, a 14-year-old junior sorceress who is determined to follow in the footsteps of her older sister; and Brad Evans, former member of the Liberation Army before going AWOL. These three youngsters are eventually charged with fighting the terrorist group Odessa, who (as a good terrorist group should) have plans of world conquest.

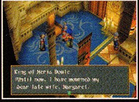
If you played the first Wild Arms, you should feel right at home with the battle system. The core of the system remains the same, but a few new important features have been added. Characters can now equip a "Medium," which will boost certain stats and enable new battle commands (think FFVIII's Guardian Forces). The magic system has been changed as well—magic points have been replaced by the easier-to-obtain Force Points. By attacking (or by being attacked), your Force Point meter will build up (FP essentially behaves like MP, you just don't have to buy ether to replenish your stock). Magic spells are still created by combining elemental crests, and a new Personal Skill system allows you to learn new battle abilities. By accumulating Personal Skill points, your characters can learn such skills as Auto Guard, HP Increase at Level Up, and Poison Resistance.

It's been a long time in the making, but it seems that fans of the original Wild Arms will be more than pleased with this second installment. Wild Arms 2: 2nd Ignition is currently on track for a May release.

What a difference a dimension can make

The original Wild Arms, aside from the battle scenes, was 2D, all characters and towns were done in sprites. In the sequel, the only 2D graphics are the characters. The overworld map, as well as all towns and dungeons are 3D, with an isometric view and rotating camera. Fortunately, the art style translates well to the third dimension.

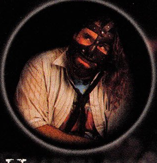




King of Neria Doule
Until now, I have mourned my dear late wife, Margaret.

WWF SMACKDOWN!

BETRAYAL


HEARTACHE

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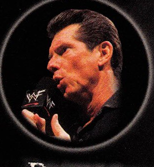
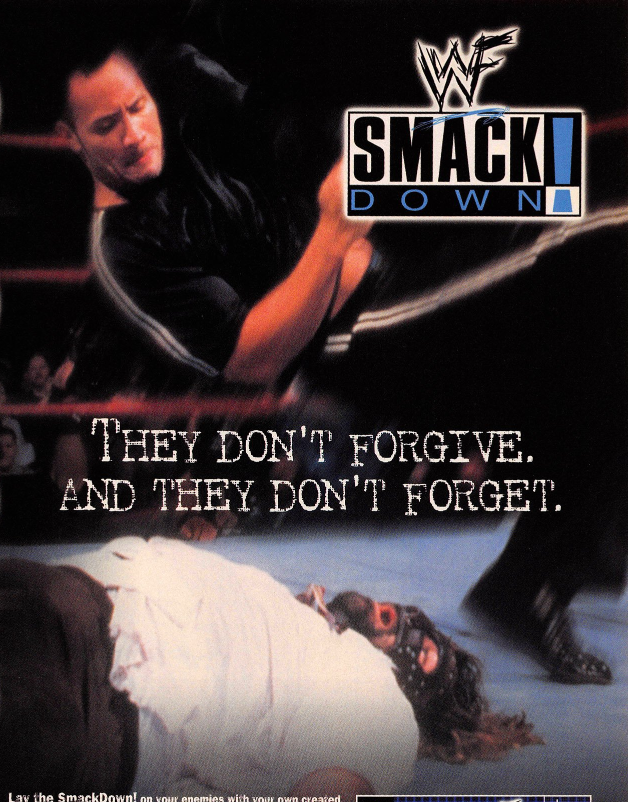
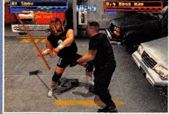

DECEIT

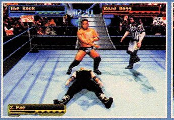

THEY DON'T FORGIVE.
AND THEY DON'T FORGET.

Lay the **SmackDown!** on your enemies with your own created jabroni or as one of the WWF's top Superstars. Make friends then break them as you roam backstage from the boiler room to the kitchen. Just remember that backstage politics can work against you – don't let The Rock™ run-ins, well-placed metal chairs, and McMahon appointed guest referees get you in the end.

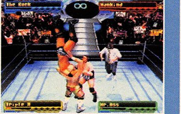
Huge Backstage Area

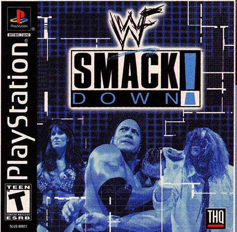

Al Snow
Big Boss Man

Special Guest Referee


The Rock
Road Dogg
X-Pac

4-Player Action


The Rock
Mankind
Triple H
Mr. Ass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A thousand years in Earth's future:

All males are dead.
All females are enslaved by vicious aliens.
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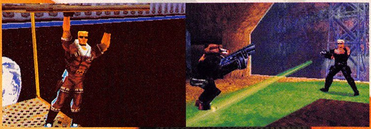
has formed, and right now they need a hero.
There’s only one man from Earth's past
that's big enough for the job—Duke Nukem.



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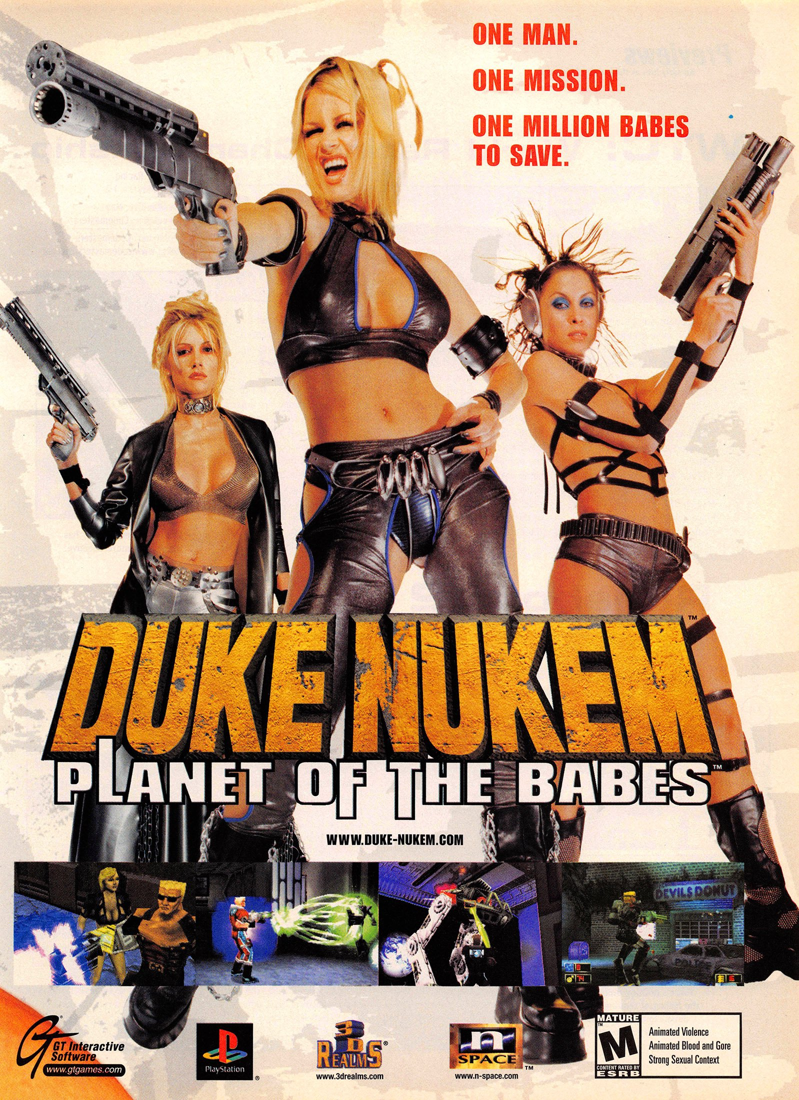
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MATURE
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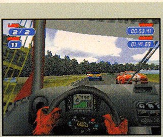
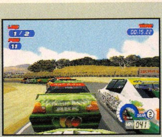
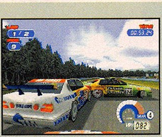
Animated Violence
Animated Blood and Gore
Strong Sexual Context

WTC: World Racing Championship







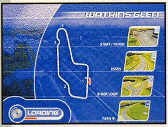
Theme: Racing
# of Players: 1-2
Availability: May
Developer: Codemasters
Publisher: Codemasters
URL: www.codemastersusa.com

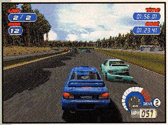
Codemasters is a top-tier developer in the UK, especially when it comes to racing titles. PlayStation owners on this side of the ocean have had a few glimpses of their games with titles like TOCA 2 and Colin McRae Rally. However, WTC looks like it will be their crowning achievement on the system.

When WTC is complete it will contain 42 cars from manufacturers like BMW, Audi and Dodge. Players will compete on 23 real tracks from around the world, including a version of Laguna Seca that puts the one found in Gran Turismo 2 to shame.

Armchair racers will be able to live out a full racing career in WTC. Drivers who enjoy a successful season will receive offers for bigger, better and faster rides for the following year. Don't take anything for granted, though, as the opposing drivers in WTC are some of the most aggressive we've ever seen. They have no reservations about spinning you at the drop of a hat, so racing in the middle of the pack is a nail-biting experience. It's kind of neat to see your onscreen persona pound the steering wheel in frustration when it happens, though.

Speaking of wrecks, the physics and damage models are among the best we've ever seen in a racer. Every panel on the car can be dented or torn off, even the hood. In fact, if the hood pops off, it'll lay on the track and actually affect any cars that happen to run over it. It's clear that attention to detail is at the top of Codemasters' list.

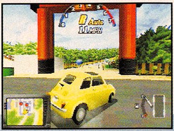


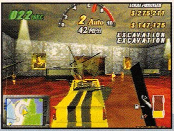


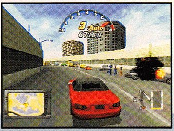
The ol' "chrome horn" has never been more effective.

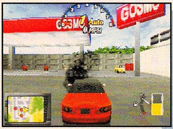
Runabout 2

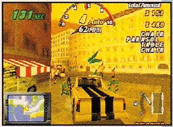
Theme: Action
# of Players: 1
Availability: April
Developer: Climax Entertainment
Publisher: Hot-B
URL: www.hotb.com









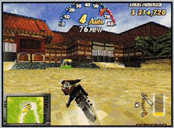


There's nothing quite like the feeling of sending two-dimensional pedestrians scurrying for cover.

Looking for a fix of vehicular havoc to last you until the release of Driver 2? Hot-B hopes to keep you satisfied with Runabout 2, a game which puts you in the role of smuggler, covert agent and all-around automobile badass.

Runabout 2 is the sequel to the obscure Felony 11-79 (known as Runabout in Japan), and is basically a collection of new missions, courses and vehicles. The objectives are relatively diverse this time out, with certain missions sending you careening through jewelry stores, transporting valuable artifacts, or smashing shrines (no, we have no idea, either). This underworld mentality easily draws comparisons to the enormously successful Driver. Of course, it's hard to go bumper to bumper with Driver on its home turf, but it should be noted that Felony 11-79 came out first—so Runabout 2 is no mere copycat.

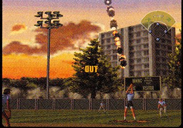
Right now, the game retains the choppy first-generation graphics of the original, as well as familiar whimsical touches like the two-dimensional (and one-legged, apparently) pedestrians who scream and hop frantically out of your way. And the driving engine certainly doesn't have the polished realism of most other driving games these days.



There are also some serious control issues in the current build of the game, causing severe oversteer at the slightest movement. But hopefully this—as well as the frequent slowdown and graphical glitching—will be addressed before the final release. If nothing else, it could turn out to be a charmingly unpretentious rental.

HOW TO PICK A WINNING SOFTBALL TEAM #27:

"I'll take the fat guy, the girl, the spaz who can't catch, and...uh...Sammy Sosa."



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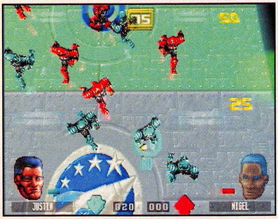
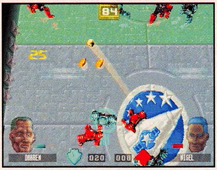




Speedball 2001

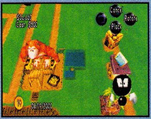
A popular game in the U.K., Speedball used to be the premier franchise found on every new platform. While we're pleased to see it finally make its way onto the PlayStation, we're a little surprised that this cross between hockey and CyberBall doesn't look a whole lot different than its very-dated predecessors. Let's hope there's more improvements by review time.

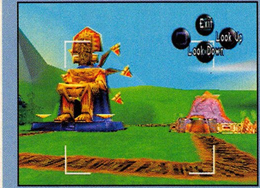
Theme Action	**Publisher** Empire
# of Players 1-2	**Developer** Bitmap Bros.

URL: www.empire-us.com

SimTheme Park

Not enough loops on the roller coaster at your local theme park? No worries—now you can build your own. SimTheme Park lets you control everything from the number of concession stands to the size of your staff. You can even test out the rides!



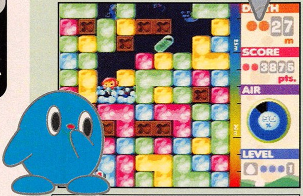


Theme Strategy	**Publisher** Electronic Arts
# of Players 1	**Developer** Bullfrog

URL: www.ea.com

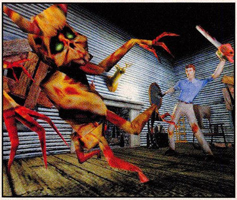
Mr. Driller

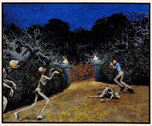
Sure, he might dress like a pansy and have a funny name, but when it comes to drilling straight down into a multicolored subterranean world there's no one better than Mr. Driller. In this puzzle game, keep the colors of impeding blocks in mind as you pound your way to the bottom. Just don't run out of air or let a block flatten you!

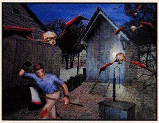


Theme Puzzle	**Publisher** Namco
# of Players 1	**Developer** Namco

URL: www.namco.com







Evil Dead: Hail to the King

THQ's new take on survival horror turns to Sam Raimi's cult classic *Evil Dead* films for inspiration. Bruce Campell will provide the voice work, and Heavy Iron Studios will throw in plenty of advanced graphical effects, including full-motion, layered backgrounds and highly detailed textures. Look for all the campy humor that made these flicks so fun.

Theme Adventure	**Publisher** THQ
# of Players 1	**Developer** Heavy Iron Studios

URL: www.thq.com

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Die Hard Trilogy DVDs
Die Hard Trilogy Videos
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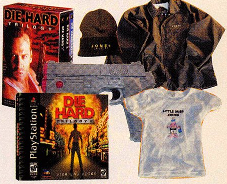
Jones Soda Co.® Jacket
Jones Soda Co.® T-Shirt
Jones Soda Co.® Beanie



First Prize (10)

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Die Hard Trilogy 2 Strategy Guide
Die Hard Trilogy DVDs
Case of Whoop™ Ass
Jones Soda Co.® T-Shirt

Second Prize (25)

Die Hard Trilogy 2 PlayStation® Game
Case of Whoop™ Ass

JONES SODA CO.® Official U.S. PlayStation Magazine

Sweepstakes Rules:
No Purchase Necessary: You must be 18 years or older to enter this Sweepstakes. You may enter by (A) mailing a postcard containing your name, age, address and phone number to **"Die Hard Trilogy 2- Viva Las Vegas", Fox Interactive- PO Box 900, Beverly Hills, CA 90213-0900** or (B) sending an e-mail to **gameinfo@fox.com** with your name, age, address and phone number. No Purchase or payment of any money is necessary to enter. One entry per household. All postal entries must be hand written. Mechanically reproduced postal entries will not be accepted. Entries must be received by June 1, 2000. All entries become exclusive property of FOX Interactive and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, misdirected e-mail or postal mail entries or for phone, electrical network, computer, hardware or software program malfunctions, failures or difficulties.

Prizes: 1 Grand Prize: 1 Grand Prize winner will receive a trip for two people to Las Vegas from the nearest gateway city including air transportation, ground transportation to/from the hotel, two (2) nights standard hotel accommodations to the winner's home, vouchers for two meals per day. Die Hard Trilogy II PlayStation Game, Die Hard Trilogy II Strategy Guide, Die Hard Trilogy DVDs, Die Hard Trilogy Videos, Case of Whoop Ass, Jones Soda Jacket, Jones Soda T-Shirt, Jones Soda Beanie and a Namco light gun. Travel must be completed by December 31, 2000. Winner and guest must travel together. Any minor taking trip as guest of winner must travel with his/her parent/legal guardian. Winner is solely responsible for all other incidentals/ expenses including, but not limited to, gratuities and phone calls. All expenses not specifically mentioned as being included are excluded. Trip is subject to air travel hotel availability; holiday/blackout dates and all other prize and travel restrictions. Grand Prize has an approximate retail value of $2000. 10 Second Prizes: 10 Second Prize winners will receive a Die Hard Trilogy II PlayStation Game, Die Hard Trilogy II Strategy Guide, Die Hard Trilogy DVDs, Case of Whoop Ass, and a Jones Soda T-Shirt. Second Prize has an approximate retail value of $159. 25 Third Prizes: 25 Third Prize winners will receive Die Hard Trilogy II PlayStation Game and Case of Whoop Ass. Third prize has an approximate value of $57. Winners will be determined by a random drawing from all valid entries by Sponsor whose decisions are final. Drawing to be held on or About July 1, 2000. All prizes will be awarded. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize(s) become unavailable.

Odds of Winning: The odds of winning will be determined by number of valid entries received.

Eligibility: Sweepstakes open to residents of the United States 18 years of age and older. Void in Hawaii, Alaska and Rhode Island. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner must provide proof of age and shall sign and return an affidavit of eligibility/release of liability/prize acceptance within 10 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Official PlayStation Magazine, Fox Interactive, and their respective affiliates are not eligible. Neither Fox Interactive, Official PlayStation Magazine, nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Official PlayStation Magazine, Fox Interactive, Twentieth Century Fox Home Entertainment, Inc. and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of prizes. This Sweepstakes is subject to these Official Rules. By participating, entrants agree to be bound by these Official Rules and the decisions of the judges, which are final and binding in all respects.

Winners List: For a list of Winners, send a stamped, self-addressed envelope to "Die Hard Trilogy 2- Viva Las Vegas", Fox Interactive- PO Box 900, Beverly Hills, CA 90213-0900." Requests for winners lists must be received by July 1, 2000. Allow 4 weeks for delivery of winners list.

Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply

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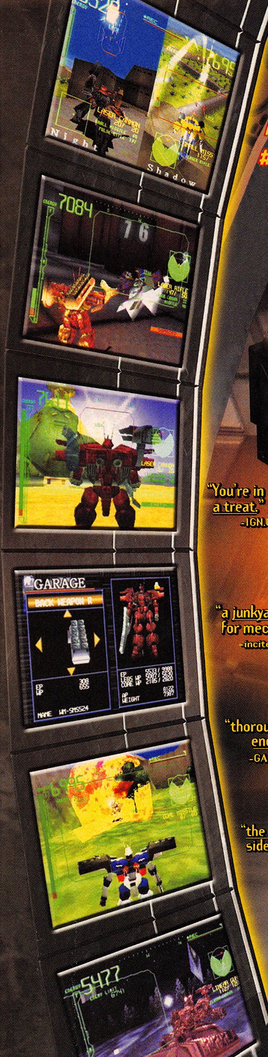

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"It will make fans of the series ecstatic and new comers will instantly enjoy the fast paced action that awaits." -SILICON MAGAZINE

PlayStation

TEEN T CONTENT RATED BY ESRB | Animated Violence

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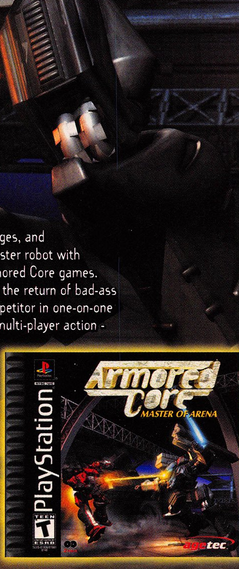
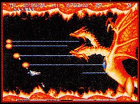
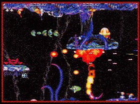


Gradius III & IV (PS2)

Konami, Summer

Strider isn't the only classic series being resurrected this month—Konami's legendary Gradius series of side-scrolling shooters have appeared on systems as early as the 8-bit Nintendo, and now they are continuing on to the PlayStation2.



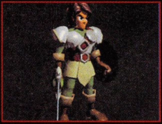


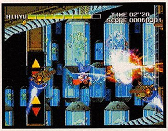
Gradius III & IV contains ports of both arcade games; Gradius III, the all-2D, game looks much more like the Gradius you've seen before, but Gradius IV takes a step up with a combo of 2D and 3D for its backgrounds and giant bosses. Neither game should be a challenge for the PS2's power graphically, but they will fill a nice straight shooter category for the new machine quickly.

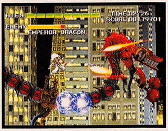
Maximo (PS2)

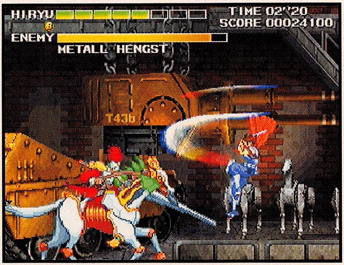
Capcom, Unknown

We barely know anything about this new title from Capcom for the PS2—there aren't even any screenshots yet, just this character art. But listen to this: Apparently the game is in the same vein as the famous "Ghosts 'n' Goblins" series of platformers. In fact, Capcom played that game's famous theme song when they showed off Maximo at a recent event in Tokyo—that's enough to get us excited. Watch for more soon.




HIRYU
TIME 02"20
SCORE 00068301

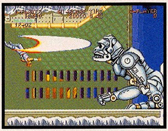

HIEN
ENEMY
EMPEROR DRAGON
TIME 02"26
SCORE 00179701


HIRYU
TIME 02"20
SCORE 00024100
ENEMY
METALL HENGST

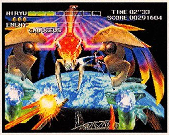
Strider 1 & 2

Capcom

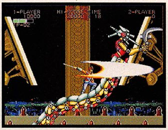
Strider was incredibly popular back in the day in the arcades and on the Sega Genesis, but for some reason the sequel got very little attention when it was quietly released last year. But all is not lost! With this PlayStation port of both Strider games in one package, just released in Japan and on its way to America, fans of the series will get to experience Strider 2 along with reliving great memories of the original game.

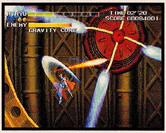

1-PLAYER
HI-SCORE
TIME
2-PLAYER

In most gameplay respects, Strider 2 plays like the first: you still jump, slide, and slash your way through various horizontal and vertical scrolling platform levels, armed with your trusty upgradeable sword. In fact, many of the stages, bosses, and some of the background tunes are redone versions of those from the first game. There are a couple new moves—you can now dash, spring off of walls, double-jump in the air, and power-up your sword swipes into enemy-seeking projectiles, but the biggest difference is definitely the graphics. Strider 2 uses a combination of 2D art for your character and most enemies, and 3D polygons for the backgrounds and some of the larger objects and bosses—it's that cool "2.5D" effect seen in games like Klonoa and Pandemonium!.

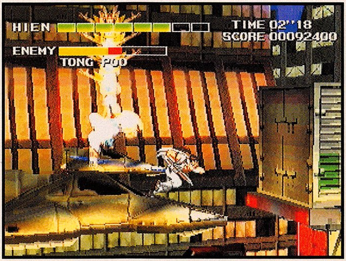

HIRYU
ENEMY
CADUCEUS
TIME 02"33
SCORE 00291604

The problem with Strider 2—at least the import version—is the lack of challenge. There are some cool levels and great bosses, but with unlimited continues none of that matters since you can just keep dying and restarting right from where you left off. Hopefully Capcom can correct this oversight before Strider is released here this May.


1-PLAYER
10000
HI-SCORE
20000
TIME
18
2-PLAYER
0


HIRYU
ENEMY
GRAVITY CORE
TIME 02"20
SCORE 00084001

Theme Action **# of Players** 1-2
Availability Now **Developer** Capcom


HIEN
TIME 02"18
SCORE 00092400
ENEMY
TONG POO

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Fear Effect
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Rock The Rink
Crusaders of Might & Magic
Motorcross 2
Baseball 2001
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NBA 2K
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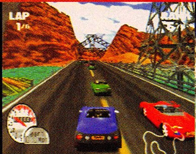

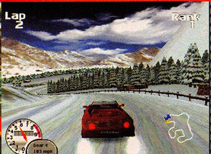

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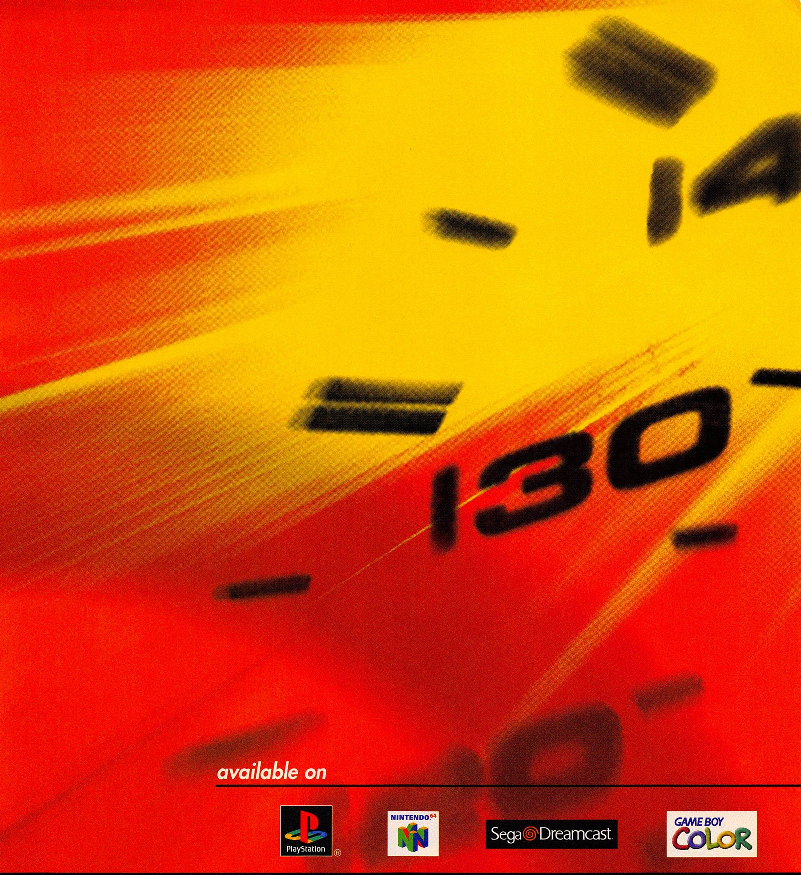
ESRB
TITUS



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MOTOROLA
4
Visteon
5 PANOZ MOTORSPORTS
ESSO Ultron
GIESSE
TIME
SPLIT
1:20.45

4 pm - OFF THE STARTING LINE IN [illegible] POSITION.
5:44PM - NEW REAR WING 20th POSITION.
8:57 pm - GEAR BOX PROBLEM. DROP TO 22nd POSITION.
11:40 pm - WHEELS CHANGED. 17th POSITION.
2:18 am - SPUN INTO GUARD RAIL. 15th POSITION.
4:00 am - TWELVE HOURS DOWN AND TWELVE TO GO. 200 MILES PER HOUR ZERO MARGIN FOR ERROR.
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Reviews

The final word—official and unbiased

Meet the Critics

Chris Baker

The new guy defied the *OPM* precedent set before him and actually smiled for his review intro page photograph—still, under that happy, innocent facade lies a bad, bad man.

Favorite Genres: Action, Adventure, RPG, Sports
Current Favorites: Speed Punks, Mr. Driller, Spider-Man
Can't Wait For: Jedi Power Battles

Kraig Kujawa

It was hard for Kraig to believe that there are PS2s in the office. Just to make sure he wasn't dreaming, he had the staff pinch him. But he asked for that even before the PS2s came.

Favorite Genres: Sports, Strategy
Current Favorites: Ridge Racer V, Gran Turismo 2000
Can't Wait For: Madden NFL 2001

Mark MacDonald

Mark spent most of this month tirelessly researching and investigating various aspects of the PlayStation2 for the cover feature. In other words, he watched DVD porn for 12 hours a day.

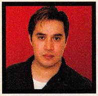
Favorite Genres: Action, Adventure
Current Favorites: GT2000
Can't Wait For: The Bouncer

Joe Rybicki

While the game lineup for the Japanese PS2 launch may not have been the best showcase for the system, Joe figures there's enough to hold him over until the next wave of releases.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Fantavision, GT2000, RRV
Can't Wait For: Dark Cloud, Munch's Oddysee

Gary Steinman



Gary was so grumpy this month that even the arrival of the PlayStation2 elicited nothing more than a brief smirk. Let's hope he cheers up, or else we'll have to beat some happiness into him.

Favorite Genres: RPG, Adventure
Current Favorites: PlayStation2, Micro Maniacs, Mr. Driller
Can't Wait For: Munch's Oddysee, Spider-Man

Todd Zuniga

As a newcomer to *OPM*'s staff, Todd incurred the wrath of the newly revisited hazing ritual. He was forced to endure having his head stapled to the carpet. Piece of cake.

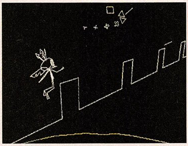
Favorite Genres: Sports, Adventure
Current Favorites: March Madness 2K, Rock the Rink
Can't Wait For: Madden 2001, Tony Hawk Pro Skater 2

Alphabet Soup

by Gary Steinman

About a year and half ago, right around when I started working on *OPM*, I attended my first company meeting. After being introduced to the friendly PR person (no names here), I was assaulted by the following speech: "There are 'A' games, and then there are 'B' games. What I'm about to show you isn't an 'A' title, so please be fair when you review it and don't compare it with games that it can't compete with."

You can imagine my revulsion at hearing that. I even felt a bit dirty afterward.



Now, I can't fault this guy for trying to put his game in the best light—that's his job, after all. But he was more than misguided in the way he went about it.

To be fair, it's true that there are "A" games—take Final Fantasy VIII or Gran Turismo 2, for example—but that doesn't mean "lesser" titles will always be penalized with lower scores. And it also doesn't mean that games made on a shoestring budget can't be tons of fun; anyone who's played the Japanese import Vib-Ribbon, which is rendered entirely with ancient vector graphics, can attest to the triumph of gameplay over flashy graphics.

But lately I've been wondering if this guy was on to something. You see, as the PlayStation matures, and with the PlayStation2's U.S. debut just around the corner, we'll be seeing a wide range of "A," "B" and even "C" titles. Additionally, as we reported last month, we're likely to see more and more bargain-priced (i.e., $10–$15) new games released for the current system. That raises a few questions, such as: Does a mediocre game rate higher if it's cheap enough? Or what if a publisher releases a PS game that has a few enhancements when run on a PS2—what standard do we use when judging such a game? And finally, as with any jump to a next-generation system, where do we draw the line between dazzling new graphics and pure gameplay?

It's an interesting, exciting time to be a game reviewer. While I'm sure we'll be able to sort all this out, we'd love to hear from you. Are we being too hard? Too soft? Just right? Is there something you wished we did differently? Send us your love letters or your poison-pen e-mails, and let us know what you think.

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Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather eat 3 1/2 pounds of bowel-blocking Swiss cheese than play this game.

●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.

EVERYONE
E
CONTENT RATED BY ESRB

Developer	Sony CEE
Publisher	Sony CEA
Genre	Action

box art not available

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

MediEvil II

PlayStation

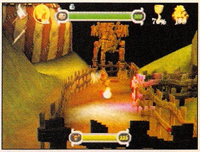
Sir Dan returns in another gothic romp

Sony Europe's quirky skeletal hero, Sir Daniel Fortesque, has returned for another gothic adventure through worlds drawn straight out of Tim Burton's wildest dreams. But is this sequel as praiseworthy as the original? Not quite.

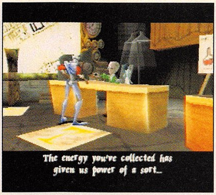
Though MediEvil II is fairly similar to the first game, there are a few significant additions. Between levels, for example, Sir Dan can consult with an absent-minded professor who offers suggestions for tackling each new level and also serves as a repository for weapons and other unique items Sir Dan picks up in the game. A number of in-game improvements have been made, as well, most especially the "Dan-Hand"—the ability for Fortesque to place his skull atop one of the disembodied hands familiar to players of the first game, thus allowing him access to previously unreachable crevasses. This adds some replay value, since you'll want to go back through the game once you've gained this ability to find out where the hands take you. Also present are the expected improvements in level size, complexity and number.

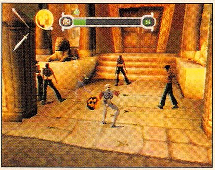
One major issue mars what would otherwise be a satisfactory sequel: The camera this time around is *much* more unwieldy. I'm not sure if this is because of the increased number of indoor segments or if it's a product of zooming in on Sir Dan a bit more, or what—but it's incredibly frustrating, especially when combined with the super-touchy controls. And poorly thought-out transitions between different cameras make for control headaches as you attempt to adjust to the sudden reversal of direction and find yourself flipping back and forth rapidly between the two angles.

Beyond that, the problems are minor: some polygon-sorting graphical problems, a bit of lag with certain weapons, too-simple puzzles, etc. So in the end, while there are some minor improvements, the problems arising from the camera outweigh them slightly. It's still an enjoyable, whimsical adventure—it's just not as much of an improvement as I hoped. ***—Joe Rybicki***



This robo-elephant mini-boss (above) may look daunting, but the automatic lock-on for projectile weapons makes him a cinch to beat.





The touchy controls are especially irritating when surrounded by enemies (left), although a powered-up attack often helps quite a bit.

Box Score

Pros

- Nice, atmospheric graphics and animation
- Bigger, more numerous levels
- Great sound

Cons

- Nasty camera problems
- Super-touchy controls
- Puzzles could be more difficult

"It's still an enjoyable, whimsical adventure—it's just not as much of an improvement as I hoped."

Official U.S. PlayStation Magazine

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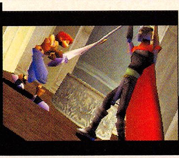
Rating

TEEN T CONTENT RATED BY ESRB

Developer Matrix/Contrail
Publisher Activision
Genre Action/RPG

PlayStation
Alundra 2
Activision

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible



Alundra 2

Something was lost in the leap to 3D

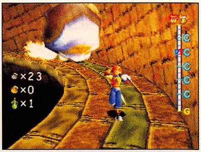
Forgive Alundra 2 for its first few hours. After all, my initial impression of the game was tainted by various problems like shoddy collision detection, sometimes awkward control, poor pacing in the story sequences and generic dungeon design. Even worse, the game suffers from slowdown at the oddest moments, like when there are no more than two enemies onscreen.

But stick with it and you'll find that Alundra 2 really opens up after several hours. The puzzles become more challenging (but rarely ever so difficult that a seasoned gamer—or anyone with a decent sense of logic—can't find his way out of a situation), the boss battles become more satisfying, and the control starts to make sense (or at least you can adjust to the "quirkiness"). And most importantly, after about 10 hours the story really picks up, as we finally learn about Flint's troubled past and his motivation for becoming a legendary pirate hunter.

Indeed, fans of the original Alundra will find plenty to like about the sequel—despite the fact that there's no "Alundra" anywhere to be found. Somehow Contrail has managed to capture a lot of what made the original 2D game so compelling—the tricky platform jumping, the focus on puzzles, the high level of challenge—and put it in a 3D world. But it's in that leap to 3D that Alundra 2 suffers from most of its problems. While the game includes a fully rotatable camera and three levels of zoom, I could never seem to find the right angle; often, enemies would be obscured by an ill-placed canopy of leaves, a bunch of columns or any other manner of environmental obstacles.

In fact, some of the best dungeons are the ones that reverted to a fixed camera and kept you "on rails," much like a 2.5D platformer. Other high points include amusing (if not derivative) action sequences—including the obligatory mine car chase—as well as brilliant minigames.

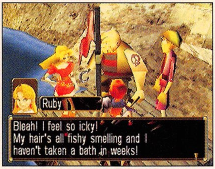
Alundra 2 is a decent choice for hardcore action/RPG fans—but only if you can see past the game's various flaws. ***—Gary Steinman***

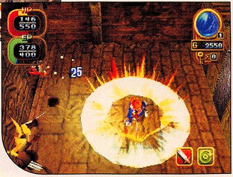


You've seen 'em before in plenty of other games, but they're still a heck of a lot of fun: Alundra 2 is full of nifty action/platform sequences like a mine car chase and the ol' "running from a raging bull rolled up in a ball" affair (above).

HP
263
425
EP
190
200
3
G 3990
0
30

HP
450
450
EP
300
300
1
G 2060
0


Ruby
Bleah! I feel so icky!
My hair's all fishy smelling and I
haven't taken a bath in weeks!



Fighting various enemies is a torturous task in the beginning, what with the shoddy collision detection and difficult camera—but later in the game you get to use magic and advanced combo attacks to decimate your foes (above).

Box Score

Pros

- Manages to capture the feel of the original Alundra
- A handful of well-designed dungeons
- Some brain-bustin' puzzles

Cons

- Awkward control
- Shoddy collision detection
- Difficult camera
- Cinema sequences look worse than game itself!

"Alundra 2 is a decent choice for hardcore action/RPG fans—but only if you can see past the game's various flaws."

Official U.S. PlayStation Magazine

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Rating

EVERYONE
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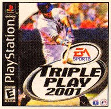
CONTENT RATED BY ESRB

Developer	Treyarch
Publisher	EA Sports
Genre	Sports



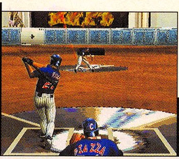
1~2 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Triple Play 2001



PlayStation

Nothing short of a field of dreams

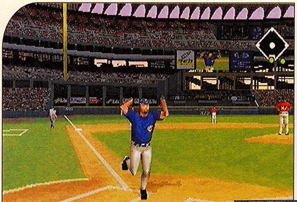
I don't know how they do it, but somehow every year the designers at EA Sports find some way to add even more features and improvements to their sports franchises. As a result, Triple Play 2001 is filled to the brim with everything you could want in a baseball game—and then some.

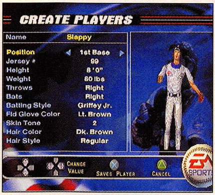
EA has managed to put an entire baseball universe together in Triple Play 2001 in addition to (but not at the expense of) the regular on-field action. One example is the "Extreme" Home Run Hitting contest which is one of the most innovative additions to a baseball game in awhile. Here, you must hit homeruns as far as possible while also trying to peg targets beyond the fence (that range from clocks to cows) to rack up extra points. Die-hard baseball fans might snub their nose at that, but will undoubtedly love hitting long balls with legends such as Babe Ruth and Hank Aaron. And the icing on the cake is that you're motivated to rack up points and statistics during baseball games and other contests because the game rewards you with new stadiums, players, and some really cool gameplay modifiers (small bodies, pencil heads, etc) as you play.

Technically, the game is sound in all aspects. The graphics are easily the best in the PlayStation baseball big leagues, though they aren't without some minor faults such as choppy animation here and there. The pace of the game is brisk and realistic, even though there's usually at least one questionable play a game—especially regarding runners getting to first base. Regardless, Triple Play won't evoke too many instances where you want to kill the game or the umpire (even though there are scripted Umpire arguments that happen after close plays).

If all of that isn't enough to make you love this baseball game, there's always Buck Martinez' color commentary during the game that provides insight such as "I love playing on these nights in baseball. You gotta wear an extra shirt, but I still love it." I feel the same way about this game. *—Kraig Kujawa*

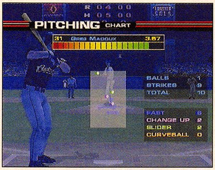
In between downing beers, The Babe was able to stand steady enough to whack a few balls out of the park (above).





CREATE PLAYERS

Name	Slappy
Position	1st Base
Jersey #	99
Height	8'0"
Weight	80 lbs
Throws	Right
Bats	Right
Batting Style	Griffey Jr.
Fld Glove Color	Lt. Brown
Skin Tone	2
Hair Color	Dk. Brown
Hair Style	Regular

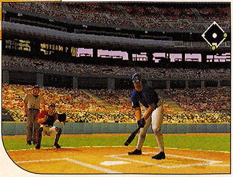


PITCHING CHART

31 Greg Maddux 3.67

BALLS	1
STRIKES	9
TOTAL	10

FAST	6
CHANGE UP	2
SLIDER	2
CURVEBALL	0



Dramatic, but unobtrusive camera angles are intercut quickly during gameplay to give it a television-style feel (above). Wondering where you're getting burned the most? Pull up the real-time pitch counter and chart (left).

Box Score

Pros

- Unprecedented depth
- Chatty announcers who have something to say
- Great graphics
- Die-hard fans and casual players will enjoy it

Cons

- A little choppy animation here and there
- What's with the Magic Carpet Remix?

"EA has managed to put an entire baseball universe together in Triple Play 2001 in addition to the regular on-field action."

Official U.S. PlayStation Magazine

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Rating

EVERYONE E CONTENT RATED BY ESRB

Developer	3DO
Publisher	3DO
Genre	Sports

1~2 Players

Memory Card 1 block

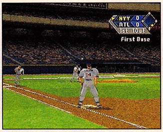
Sammy Sosa High Heat 2001

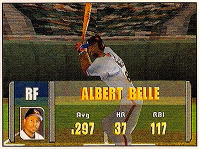
Sammy joins another mediocre team

Sammy Sosa really has a penchant for surrounding himself with mediocrity. First, he blasts Home Runs for the perennial-losing Chicago Cubs, and now he's stepping up to bat for this sagging High Heat baseball franchise.

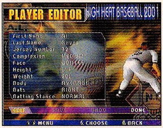
Quite frankly, I'm really surprised that 3DO bothered to throw this game into stores when they can see just as well as anyone else out there how much better the competition is. 3DO is quick to point out that High Heat is a true simulation, but whatever realistic touches were put into the game are rendered completely invisible because the shoddy visuals are going to turn any discerning PlayStation fan off right away. The only reason I bothered to notice them is because I'm paid to.

There really is no excuse for the poorly drawn graphics and choppy animation—this game looks like it came out in the beginning of the PlayStation's life, whereas most good ones (like Triple Play 2001) are squeezing every last drop out of it. Nothing in particular even tries to set this game above the pack—no interesting features, no innovative controls, and the visuals are sophomoric at best. Suffice to say, Sosa needs a new agent, and you need to stay away from this game. *---Kraig Kujawa*



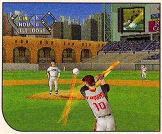


The player models and pop-up statistic boxes are mediocre at best (above).



PLAYER EDITOR HIGH HEAT BASEBALL 2001

First Name	Al
Last Name	Reyes
Jersey Number	32
Complexion	MEDIUM
Face	[illegible]
Height	[illegible]
Weight	206
Body	AVERAGE
Bats	RIGHT
Batting Stance	NORMAL



Box Score

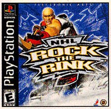
Pros	**Cons**
• Realistic gameplay	• Lame graphics and animation • Lackluster presentation • Enough features but nothing special

● ● ○ ○ ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB

Developer	Electronic Arts
Publisher	Electronic Arts
Genre	Sports



1~2 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

NHL Rock the Rink

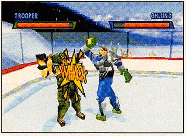
Pro Wrestling meets the NHL

If you're a simulation-only kind of puck-player, there's a good chance you'll hate this game. It's *way* over the top, three-on-three wacky attack, no-rule hockey, with players more inclined to attempt decapitation tactics than a sissy poke-check. But this game has something for any hockey fan, and it's a lot of fun.

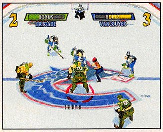
Rock the Rink is licensed by the NHL, though you can't play with real teams and players until you defeat the individual clubs in the NHL Challenge. It seems like a pain in the ass, but defeating teams brings with it a sense of accomplishment, and actually makes the game deeper and more enjoyable. There are also a lot of things to unlock while playing: new teams, different game speeds, bigger nets and crazy shots.

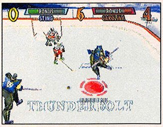
The controls are well done and the game looks nice. The animations have a lot to offer and some of the checks, including the Bulldog and the Wrecking Ball, are downright ruthless. You'll hear the announcer chime in, and it's actually funny, which is a pleasant surprise.

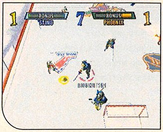
If you're up for an intent-to-injure, party-style hockey game with a lot of speed and action, Rock the Rink is really the only choice you have. Thankfully it's a good one. *— Todd Zuniga*



Fighting may seem trite, but if you find and defeat the wearer of the "Championship Belt" you'll earn loads of respect.







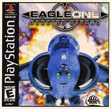
Box Score

Pros	**Cons**
• Lots of teams to unlock • Humorous commentary • Fast and fun • NHL players in metal sweaters	• Special shots are too out of control • No standard tournament system

● ● ● ● ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB



1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Glass Ghost
Publisher	Infogrames
Genre	Action

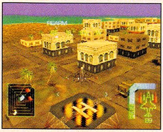
Eagle One: Harrier Attack

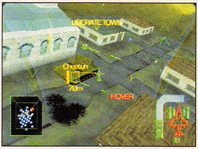
Still looking for a solid flight sim

Being a bit of a flight-sim fan, I was really looking forward to Eagle One, especially given the focus on the fascinating Harrier jump-jet. But though the game does include some interesting play mechanics, and is the most realistic—not to mention the most challenging—flight game on the PlayStation, it still leaves a whole lot to be desired.

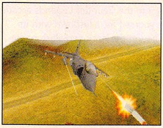
Eagle One is indeed more realistic than any other PS flight-sim, with real-world planes, weapons and enemies. The presentation is even believable, with the story advanced through video newscasts which use actual news footage. But the choppy controls, severely limited sight distance and unnatural stamina of your plane all mar the feeling of realism.

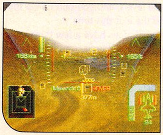
The game includes a fair variety of mission objectives, but the settings for each mission are depressingly similar. And while the difficulty level is quite high compared to the most recent PS flight offering, Ace Combat 3, this is largely due to the unbelievably poor targeting and radar systems: The radar offers no indication of altitude, which leaves you circling in search of enemies for what seems like hours; and the lock-on system seems to switch targets randomly. Without these flaws this could have been an great game; instead it's barely above average. *—Joe Rybicki*





Only the Harrier lets you get up close and personal with the townsfolk (above).





Box Score

Pros	Cons
• Most difficult and realistic PS flight game • Nice presentation • Fair variety of objectives	• Awful targeting and radar • Choppy control • Terribly short sight distance • Unrealistic damage system

● ● ● ○ ○

OPM Rating

MATURE M CONTENT RATED BY ESRB

box art not available

1 Player
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

Developer	K.2.C.
Publisher	Bandai U.S.
Genre	Adventure

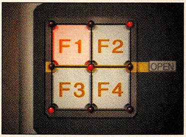
Countdown Vampires

Survival horrible

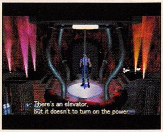
After just a few minutes with Countdown Vampires, you can't help but wonder if developer K.2.C. knows anything about vampire lore. According to them, these undead entities walk around and attack in a Resident Evil zombiesque manner, with series of head gashes replacing the straight bloodsucking you might expect. (You don't even become one of them once they bite you!) These vamps can also be returned to humanity with a mysterious white liquid you somehow hold in infinite supply, and—get this—bullets will kill them.

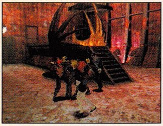
Unfortunately, Countdown Vampires' shoddy gameplay doesn't help matters. There are some serious camera problems, for one thing, often causing you to get turned around and lose track of where you're headed (which might not be so bad if your map were anything close to useful). The game even loses its adventure appeal with translations and voice acting that would make only Ed Wood proud. And don't expect any degree of scariness here—I never jumped or even got a chill.

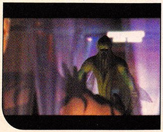
After getting spoiled in recent months with quality survival horror entries like Dino Crisis and Resident Evil 3, it's easy to forget that the genre can suck like any other. Thank you, Countdown Vampires, for reminding us. *—Chris Baker*



Can you align the three blinking dots across the middle? This "puzzle" appears on multiple occasions and takes all of 10 seconds to solve.


There's an elevator, but it doesn't to turn on the power.





Box Score

Pros	Cons
• Nice FMVs • Voice acting (a little laughter now and then is good for everyone)	• Vampires? Are you sure? • Bad camera angles • Slow screen changes • Stupid premise

● ◐ ○ ○ ○

OPM Rating

TEEN
T
CONTENT RATED BY ESRB

Developer	Midway
Publisher	Midway
Genre	Action

PlayStation
GAUNTLET
LEGENDS
MIDWAY

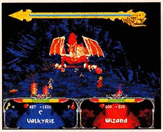
1~2 Players
Memory Card 1 block
Analog Control Compatible

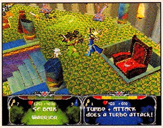
Gauntlet Legends

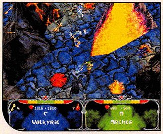
Hardly "legendary"

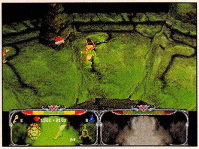
If you threw as many tokens into the Gauntlet Legends arcade machine as I did, prepare yourself for a letdown with its PlayStation incarnation. Though the hack-and-slash gameplay that made the arcade version such a joy is present (there just aren't enough games like that these days!), the nonstop action is not. Instead, Midway decided to "improve" the game by hiding a bunch of switches around each level that must be flipped in order to advance. Walking around hacking at walls for 20 minutes in order to find one of those pesky devices is not my idea of fun. Also, it's easy to get turned around in the massive levels, and you don't have the arcade version's arrows to help you find the exit this time.

Despite these nearly detrimental flaws, GL does have a few things working for it. Most notably, the game moves smoothly, not even slowing down in two-player mode as swarms of enemies approach. Also, the initial 16 fighters available (four classes of four colors) and secret unlockable characters each appear very distinct from one another, adding considerable replay value for anyone who actually enjoys the game. [It's too bad that most players won't.] *—Chris Baker*









See the red switch hidden underneath that big rock? You're not supposed to. Ironically, this common graphical glitch will often relieve you of annoying switch searches during gameplay.

Box Score

Pros
- Smooth character movements
- Nice character variety
- Great music

Cons
- Emphasis on switches destroys fun factor
- Easy to get turned around
- Far inferior to arcade version

● ● ◐ ○ ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

Developer	FunCom
Publisher	Sony CEA
Genre	Racing

PlayStation
Speed Punks

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

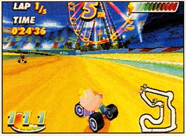
Speed Punks

Crash Bandiwho?

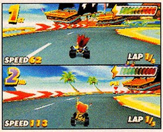
If you've ever played any game in the kart-racing genre, then you'll know what to expect from Speed Punks—cute racers, cartoonish graphics, weapon-filled question-mark boxes and all. But surprise, surprise—this isn't just a blatant rip-off of Crash Team Racing. Rather, Speed Punks is very much a laudable kart-racer in its own right.

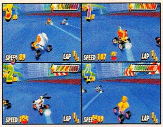
From the get-go you'll notice the game's beautiful look, replete with color, a speedy frame-rate (even in four-player mode) and well-designed tracks in a variety of settings—everything from the beach on a sunny day to the bowels of a volcano. Each of the characters is every bit as memorable as those in the Crash family—not to mention just as smart! They know how to take their turns and always seem to be gunning for you with innovative weapons like the Tire Pop. So intense and competitive are each of these races that the only thing I disliked after hours of play was that there are only 12 tracks to master. A battle mode would have been nice too, but with such solid racing action I can see why FunCom didn't even bother.

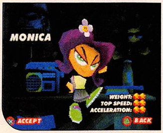
As it stands now, CTR is still the best PlayStation kart-racer. But Crash had better watch his back—those punks are close behind him. *—Chris Baker*



A living background featuring active airplanes, monorail systems, Jumbotron televisions and Ferris wheels (above) adds a great deal of ambience to Speed Punks.







Box Score

Pros
- Beautiful look
- Tight controls
- Great AI
- Cool cast of characters

Cons
- No battle mode
- Not enough tracks

● ● ● ● ◐

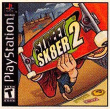
OPM Rating

Street Sk8er 2

Better than SS1—but that's not saying much

TEEN T CONTENT RATED BY ESRB

Developer	Electronic Arts
Publisher	Electronic Arts
Genre	Sports

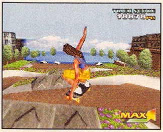


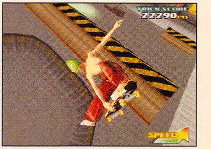
1-2 Players

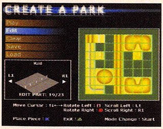
Memory Card 1 block

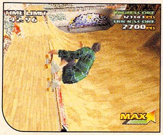
Analog Control Compatible

Vibration Function Compatible









Well, at least it's better than the original. That's about the best thing that can be said about Street Sk8er 2. Unfortunately, this sequel doesn't share the original's benefit of being the only game in town; Tony Hawk has shown us what skateboarding games can really do, and this game...doesn't.

There are a huge number of improvements over the original, though: Courses are longer, wider, and more plentiful, with alternate paths and plenty of opportunities for outrageously unrealistic trick action. And speaking of which, the trick system in SS2 has been given a complete overhaul: Now you actually need to put some effort into pulling off tricks instead of letting the game control them for you (although you can turn on Automatic Trick Control if you're really into that ultra-simplistic, single-button style). Graphics and music have been improved overall, as well, and an easy-to-use (albeit limited) Create a Park mode has been added.

The thing is, none of these improvements are really exceptional. The new graphics slow the game down; trick execution is sluggish and spotty; the tricks look terrible due to the awful animation; the Create A Park mode is too simple; and there still aren't enough courses. In short, the game is better—just not enough to dethrone Mr. Hawk. ***—Joe Rybicki***

The Create a Park mode (left) is easy to use, but it's miniscule in comparison to the large tracks in the actual game.

Box Score

Pros	Cons
• Big improvement over SS1 • More challenging trick system • More, bigger courses	• Too slow! • Trick system is sluggish • Bad animation • Not enough courses

● ● ● ○ ○

OPM Rating

Mobil 1: Rally Championship

1-2 Players

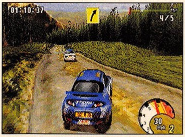
Memory Card 1-6 blocks

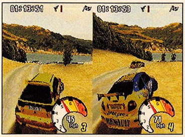
Vibration Function Compatible

Analog Control Compatible

Developer	Hot Gen
Publisher	Electronic Arts
Genre	Racing

EVERYONE E CONTENT RATED BY ESRB





Well, EA has managed to dig deep and find a racing game that most people in the U.S. couldn't care less about, save Mobil gas station employees.

This is a no-frills rally racing game that distinguishes itself with its real-world terrain, gritty surfaces and narrow roads. There are 20 different licensed rally cars plus plenty of natural hazards (such as weather, bumps and wrong turns) to damage them in—and if that is enough to interest you then you're one of the few that should pick this up.

Aside from that novelty, Mobil 1 offers nothing out of the ordinary—everything is just good enough not to get low marks. The sluggish pace of the game and the non-familiarity with this particular race will ruin the game for most racing fans. ***—Kraig Kujawa***

● ● ● ○ ○

Army Men: Sarge's Heroes

1-2 Players

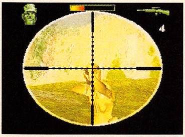
Memory Card 1 block

Vibration Function Compatible

Analog Control Compatible

Developer	3DO
Publisher	3DO
Genre	Action

TEEN T CONTENT RATED BY ESRB



I was one of those who thought that the original Army Men 3D was a fairly solid game...which is why I'm so perplexed and disappointed that Sarge's Heroes isn't.

First off, the control is terrible: Turning takes a ridiculously long time in digital mode, and is strangely imprecise in analog. There's an auto-targeting system, which helps a bit, but it seems to jump around between targets randomly.

Graphics are decidedly subpar, with a severely limited sight distance and lots of glitches, and weapons are imprecise due to the poor collision detection (and the ridiculous time it takes for a bullet to reach its target). The only real improvement is the inclusion of more "real-world" missions, but that can't make up the difference. ***—Joe Rybicki***

● ● ○ ○ ○

EVERYONE
E
CONTENT RATED BY ESRB

Developer	Codemasters
Publisher	Codemasters
Genre	Racing

PlayStation
Micro Maniacs
Codemasters

1~8 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

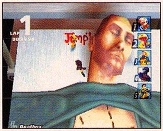
Micro Maniacs

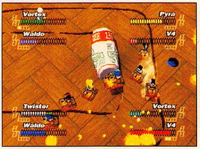
Little people, big fun

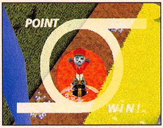
Good things come in small packages—or so you'd think after racing around a few tracks in Micro Maniacs. The spiritual successor to the popular Micro Machines series (it's practically the same as the last game, only without the license), Micro Maniacs replaces those familiar vehicles with miniaturized people who run, jump and attack each other on 40 different tracks.

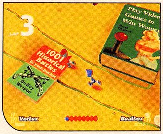
While the characters are cleverly designed and come equipped with individualized powerups, it's the tracks that really set this game apart. From kitchens to bedrooms to a surgery room, the settings are varied and full of nifty obstacles (the coolest being knives, power tools and scalpels that will actually decapitate you if you don't leap over them).

Still, a few minor problems that have plagued the series persist in this latest addition: the control (while tight) can be unforgiving, and the camera sometimes lags the leader in the multiplayer bouts (effectively handicapping whoever's in first place). Also, the weapons are a bit unbalanced, giving some players an unfair advantage, and the game (while great for four players) becomes way too crowded when five or more are involved. Overall, though, it's still an absolute blast. *—Gary Steinman*









Although Micro Maniacs focuses on foot racing, several levels put you in control of different vehicles, including Vespas, skateboards, jet skis and even bumblebees (left).

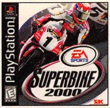
Box Score

Pros	Cons
Brilliant tracks	Unbalanced powerups
Simple but effective control scheme	Messy with five or more players
Fun party game	Almost the same as last game

● ● ● ● ○

OPM Rating

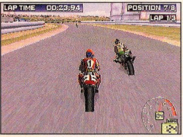
Superbike 2000

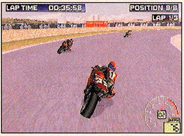


1 Player
Memory Card 1 block
Vibration Function Compatible

Developer	Climax
Publisher	EA Sports
Genre	Racing

EVERYONE
E
CONTENT RATED BY ESRB

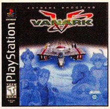




The most important part of any racing-based game, motorcycle or otherwise, should not be the options to equip your vehicle, but the actual racing aspect. This truth was wholly misunderstood, and anyone who is unfortunate enough to play this game is doing himself a disservice. The game is choppy, it looks awful and, quite simply, it's not fun. My favorite part is when I'm shooting down a straightaway at 172 mph and tap the break and lose sixty mph of speed. There's absolutely no risk of lip skidding over your handlebars, either. What does it take for a pro-superbiker to fall over? These guys are glued to their bikes. Ultimately, if you're desperate for some motorcycle competition, try EA's Moto Racer 2, or pull out some Hot Wheels. Either is more exciting. *—Todd Zuniga*

● ◐ ○ ○ ○

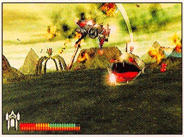
Vanark

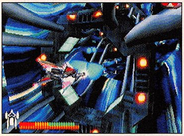


1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Asmik Ace
Publisher	Jaleco
Genre	Action

TEEN
T
CONTENT RATED BY ESRB





You've probably never heard of Vanark, but if you've played Nintendo's Starfox you've got the general idea—behind-the-ship shooting with both on-rails and free-roaming sections, obstacle dodging, and big bosses. For this style of game (and there aren't many on the PS), Vanark ain't bad. The graphics are always decent, sometimes impressive, and the gameplay and controls are solid if a tad too basic: speed up, slow down, fire either of two weapons, and that's it. You can pick a wingman and different guns, but they rarely make much of a difference. The story, dialogue, and adventure game segments between missions are all totally forgettable, and the overall game is too short, but as a straight, no frills shooter, Vanark makes a worthy rental. *—Mark MacDonald*

● ● ● ○ ○

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We've come a long way since Pong, haven't we? On ZDNet, you'll find the biggest playground on the Web: GameSpot. It's got everything your gaming heart desires: PlayStation, N64, PC or Dreamcast. Maybe that's why the Academy of Interactive Arts named it "Entertainment Site of the Year." Or maybe it was the pictures of the real-life Lara Croft. Whatever game-thing you're into, ZDNet's GameSpot Channel has something for you.

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Review Recap

The final word—official and unbiased

Front Mission 3

A roundup of the most notable games of recent months

Ace Combat 3 Electrosphere

Though Ace 3 is an entertaining and action-packed dogfighter, it still retains many of the flaws of the last game: The challenge level is so low as to be almost nonexistent, and the great story that existed in the Japanese version has been wiped out altogether. Still, the graphics are fantastic and the flight engine is tense and solid.

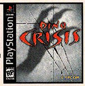
OPM Rating ●●●○○

Colony Wars: Red Sun

This time, Colony Wars manages to complement the gorgeous graphics and huge number of missions with a more accessible level of difficulty. A more sensible save system, a larger variety of ships and weapons, and a less linear story top it all off.

OPM Rating ●●●●◐

Dino Crisis



As you might expect, Dino Crisis bears a strong resemblance to Resident Evil, though there are a number of significant differences. Tougher enemies, more challenging puzzles and more exceptional graphics are the major points; the game also excels in story, music, and even voice acting.

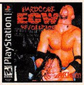
OPM Rating ●●●●○

Driver

It's a brilliant idea: Conduct any number of suspicious car-related activities in locations modeled after four real-world cities. Throw in one of the most entertaining driving engines around and you've got a truly exceptional game. Sure, it's a bit unpolished, but you'll love it anyway.

OPM Rating ●●●●○

ECW Hardcore Revolution



This game feels like Acclaim focused so much on the extras that they forgot that the game should be *fun*. It has the same level of customizability of WWF Attitude, which is a great thing—there are even more options for creating your own wrestler. But the control is so horrendous—not to mention the graphics and sound—that you'll be frustrated within moments.

OPM Rating ●◐○○○

Front Mission 3

This is the only title worth putting alongside Final Fantasy Tactics for fans of strategy RPGs. The future-realistic setting and believable story are a refreshing change from the fantasy settings of other titles in the genre, and the complex battle system is presented in a way that makes it easy to get drawn into the game. Though it could use some more variety, this is one of the greats.

OPM Rating ●●●●◐

Gran Turismo 2

This is, without a doubt, the greatest racing game ever made. The mind-boggling selection of cars, combined with the ultra-realistic racing engine, make it easy to forgive the many bugs and graphical glitches. Racing fans, buy it.

OPM Rating ●●●●●

Medal of Honor

After playing just a few levels, it becomes obvious that a lot of effort went into making this game feel authentic. While Medal of Honor could have been just a Wolfenstein 3D rehash, this realism makes it an extremely compelling game, with plenty of stealth action to keep the tension levels high—and plenty of atmosphere in the form of top-notch graphics and sound. The biggest problem is the so-so multiplayer.

OPM Rating ●●●●○

Metal Gear Solid VR Missions

If for some reason you didn't like MGS, this game won't convert you, but if you did, you'll love this puzzle-game take on the PlayStation classic. The game offers plenty of challenge throughout the 160 mini-levels, ranging from the cerebral to the reflex-oriented.

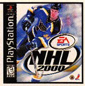
OPM Rating ●●●●○

NFL Blitz 2000

The main improvements with this sequel lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game. Though the graphics aren't similarly enhanced, they're more than adequate. This is one pigskin title that's simply a blast to play.

OPM Rating ●●●●●

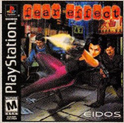
NHL 2000



With NHL 99 having come under fire for its sluggish framerate and game speed, it seems that EA may have overcompensated with NHL 2K: The game moves so fast that it actually interferes with the control. But the overwhelming number of features—from the great atmosphere and pre-

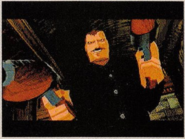
recap pick of the month

Fear Effect



We've had high hopes for Fear Effect since we first saw it, but even so we never expected it would turn out as good as it did. First of all, the graphics are just stunning. Looping full-motion video backgrounds make the gritty, futuristic settings come alive—plants sway in the wind, waves gently ripple across water and lights flicker, changing the shading of everything around them. The trade-off for constant FMV is a cropped screen and some slight graininess, but FE is still one of the best-looking PlayStation games so far.

In terms of gameplay, FE generally fits into the Resident Evil adventure game mold: You spend most of your time searching for items, fighting enemies and solving big puzzles. This is all carried by a great story, delivered with quality dialogue and voice-acting. It's a refreshingly mature experience you can't help but get drawn into.

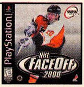


OPM Rating ●●●●◐

sentation to any stat a hardcore hockey fan could possibly want—make it worthwhile anyway.

OPM Rating ●●●●○

NHL FaceOff 2000



This may be 989 Sports' most improved game yet. To start off with, they did a great job of balancing game speed and control. Add the superb graphics and you have a game that's nice just to look at. Though FaceOff doesn't have the same depth of features as NHL 2K, it's still a solid game.

OPM Rating ●●●●○

Quake II

Hammerhead amazed everyone (including id, the game's original designers) by unleashing an entirely adequate port of a very processor-intensive PC title. The game enjoys a solid frame-rate throughout, even in the four-player split-screen mode. It's an extraordinary multiplayer shooter—but as bland as the original when it comes to the single-player missions. Still, it's a great achievement.

OPM Rating ●●●●○

Resident Evil 3 Nemesis

Atmosphere is critical to a game like Resident Evil, and Nemesis sets the mood beautifully. It's filled with unexpected surprises, swarms of enemies (sometimes up to eight zombies crowd around you at once) and a good balance of hold-your-breath suspense and shotgun-pumping action.

OPM Rating ●●●●◐

Syphon Filter 2

SF2 is really less of a proper sequel and more of an add-on mission pack. The graphics are pretty much identical to the first game, and though there are a bunch of new missions, they rarely venture beyond the parameters of SF1. And the story, though handled well, is somewhat predictable and holds few surprises. So if you loved SF1, you'll probably like SF2—as long as you don't expect much of a change.

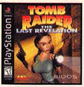
OPM Rating ●●●◐○

Thrasher: Skate & Destroy

This game faces some stiff competition from the beginning in the form of Tony Hawk's Pro Skater, but manages to stand up reasonably well in spite of Tony Hawk's enormous success. The emphasis here is far more on realism than on spectacular, insane tricks. This means the game's a good deal harder, with a more complex trick system and a higher level of challenge overall.

OPM Rating ●●●◐○

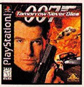
Tomb Raider The Last Revelation



Lara's last adventure is finally supported by a solid story, challenging puzzles and more focused gameplay. And though the game isn't a huge leap graphically, it is the best looking edition in the series. It's also packed with bugs and frustratingly nasty challenges. Not for the impatient or faint of heart.

OPM Rating ●●●●○

Tomorrow Never Dies



Though it seems like this game was in the works forever, the finished product is pretty satisfactory overall. The espionage-laden story is broken up by occasional minigame-style segments that help keep the story moving along. Unfortunately, when the action heats up the frame-rate drops unpleasantly.

OPM Rating ●●●◐○

Tony Hawk's Pro Skater

This may very well be the best skateboarding game on any system yet. A hearty and intuitive trick system provides the core of this game, while convincingly spacious environments set the stage for the skating goodness. Excellent graphics and loads of replay value round out the package.

OPM Rating ●●●●◐

Twisted Metal 4

989 Studios did a nice job of recovering from the weak Twisted Metal 3. They threw in a bunch of new features, like the ability to build your own vehicle, and cranked up the speed. There's still some slowdown, and the four-way split screen is all but useless, but it's a more solid game overall.

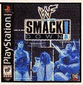
OPM Rating ●●●●○

WCW Mayhem

Though this isn't the best wrestling title we've seen, it is a promising first foray into the ring for EA. The game sports detailed character models, quick and realistic (though a bit jerky) animation and lots of extras. Occasionally sluggish controls and an inferior Create-a-Wrestler mode could be improved, but overall it's a fairly solid game.

OPM Rating ●●●◐○

WWF SmackDown!



SmackDown is a little disappointing in that the promised behind-the-scenes mode isn't nearly as fleshed out as it could have been. But the wrestling engine is so excellent that it just doesn't matter. What makes this so is the superb collision detection and well-done reversal system. It's brilliant!

OPM Rating ●●●●◐

Ratings at a Glance

Ape Escape	●●●●●
Activision Classics	●●○○○
Bloody Roar 2	●●●●○
Bugs Bunny: LiT	●●●◐○
Civilization II	●●●●◐
Colin McRae Rally	●●●●○
Contender	●●●●○
Crash: WARPED	●●●●●
Crash Team Racing	●●●●●
Die Hard Trilogy 2	●●○○○
Dukes of Hazzard	●◐○○○
Ehrgeiz	●●●◐○
Fighting Force 2	●●○○○
Final Fantasy Anth.	●●●●◐
Final Fantasy VIII	●●●●●
Grandia	●●●●◐
Hot Shots Golf 2	●●●◐○
LoK: Soul Reaver	●●●●◐
Legend of Legaia	●●●●○
Lunar: SSSC	●●●●◐
Madden NFL 2000	●●●●●
Marvel vs. Capcom EX	●●◐○○
MLB 2000	●●●●○
NBA ShootOut 2000	●●●○○
NCAA Mar. Mad. 2K	●●●●○
Need For Speed: HS	●●●●◐
NFL GameDay 2000	●●●●○
Pac-Man World	●●●●◐
R4	●●●●○
R-Type Delta	●●●●◐
Road Rash: Jail Break	●●○○○
SaGa Frontier 2	●●●◐○
Silent Bomber	●●●●○
Star Ocean: 2nd Story	●●●●◐
Star Wars: Ep I—TPM	●●●○○
Street Fighter Alpha 3	●●●●●
Suikoden II	●●●●○
Thousand Arms	●●●●○
Tomba! 2	●●●●○
V8: 2nd Offense	●●●●◐
Wipeout 3	●●●●○
WWF Attitude	●●●●○

Syphon Filter 2™

EXPERT GAMER STRATEGY
by Jim Mazurek
jim_mazurek@zd.com

LEARN THESE TECHNIQUES

• Manual Reload
Like in any other 3D action game, it's absolutely key to make use of your down time. If you're just running around looking for new areas or objectives, don't forget to take the time and reload your weapons. If you don't, you'll find that fatal "Click!" coming up more often than you'd like. And remember, the fatal click = enemies shooting you.

• Parameters/Objectives
Knowing the difference between parameters and objectives is one of the most important strategies in the game. We know it's fairly obvious to most of you, but we'll repeat it just to be complete. Parameters are a set of strict guidelines that shouldn't be veered away from. These are usually things like not being detected or not killing any guards. Objectives, on the other hand, are things that have to be completed in order to finish the level. Disarming four C4 charges on the bridge is a good example. Be aware of the mission parameters when you're trying to complete a level.

• Danger Meter
The Danger Meter is your best friend. When in combat, keep your eyes peeled for the flashing red warning—it means that the enemies have you in their sights. When it lights up you're about to take damage! New to Syphon FIlter 2 is the ability for enemies to get head shots on you, which is also indicated by your Danger Meter. You'll see a white box appear over your head when you're in trouble. To reduce the level of the Danger Meter, just try rolling out of the way or ducking for cover. It's important to know where your attacker is so you can adjust from there.

• Survey Says!
It pays to survey your surroundings before you proceed into an unexplored area. Yeah, it might take some time to do on a regular basis, but the benefits are well worth it. We can't list how many times we peeked around a corner and found a patrolling guard or two, or even spotted a secret item that we wouldn't have seen if we'd just gone trotting by. You'll thank us later...

• Auto-Lock
The next best thing to the head shot, the auto-lock feature in Syphon Filter has always been one if its greatest traits. Use the R1 button to lock onto a target, then run around whichever way you wish while firing. It wastes ammo, but it works.

TWO-PLAYER DEATHMATCH

Having played just about every shoot-em-up multiplayer game there is, Jim felt that he was able to come up with a few key techniques that should help you master the multiplayer mode of Syphon Filter 2.

• THE M-79, BABY!
Make sure to find the M-79 before your opponent does. If you do, you'll have the gods of large explosions on your side. Large explosions destroy stuff, plain and simple.

• CIRCLE STRAFING
The most basic yet effective of all combat techniques, the circle strafe is basically designed to reduce your opponent's accuracy by running around in circles. You'll need to learn how to return fire (when strafing), as well as how to stay unpredictable on your hit-and-run techniques—don't think that there has to be a winner every time you engage an enemy. Also, if you see your armor getting low, retreat and grab some before returning to battle.

• HEAD SHOTS
Remember that with the head shot, it is very important to use a weapon that has a high rate of fire as opposed to one with a high amount of zoom (the high rate of fire will almost guarantee a head shot if you have good aim). It's not too hard for your friend next to you to just glance at your screen and see whether or not you have him lined up in your sights. As you can see, this makes using weapons like Sniper Rifles rather useless in the multiplayer mode.

WEAPONS MATRIX

Curious about which weapons are available on each level? Ponder no more! Use this chart as a reference guide.

WEAPON	LEVEL																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9mm	●		●	●		●	●	●	●	●							●	●	●		
.45		●		●	●						●	●	●	●	●	●				●	●
G18																	●	●	●		
HK-5					●				●	●							●	●	●	●	●
BIZ-2											●	●	●								
PK-102												●	●			●					
M-16	●		●	●	●	●	●	●	●	●									●		
H11	●						●	●												●	●
KG34																	●	●			
Shotgun	●		●	●		●	●	●			●	●	●			●					
AUS-Shotgun																					●
G. Launcher								●				●						●		●	
TG. Launcher												●				●					
Grenade	●		●	●		●	●		●		●	●									●
Gas Grenade				●																	
Sniper Rifle				●	●	●	●	●	●	●							●	●	●	●	
NVG Rifle												●	●								
Crossbow									●						●						
Hand Taser		●			●				●	●	●	●	●	●	●	●					
Air Taser						●	●										●	●	●	●	

LEVEL 1: COLORADO MOUNTAINS

① After the somewhat unexpected landing, head over to Kowalski and tend to his injuries. Two soldiers will come to your aid, at which point you can proceed to the soldier up on the hill. Follow him up through the first cave, then proceed through the second one as well.

② You'll meet Lieutenant Chance when you exit the second cave. He'll then hand over the **Transponder Locator.**

③ Run past the waterfall and back through the small cave that leads back toward the main area. When you do so, the cave will collapse and force you to find an alternate way through. C4 should do the trick, right?

④ You'll have to fight your way past a group of paratroopers, all of which have fully automatic M-16s at their disposal. Grab one from a dead troop, and USE IT! Before you leave the area, grab the **Shotgun** hidden up against the rocks.

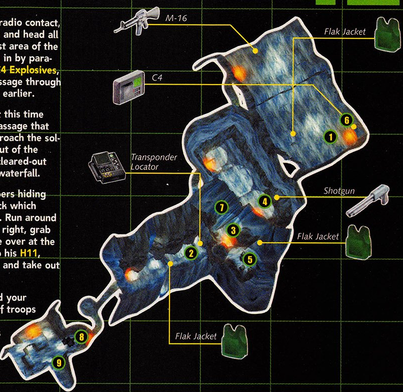
⑤ Run through the small passage and take out the three guards that are camping out near the small mountain peak. Climb the outcropping and quickly access your Transponder.

⑥ Once you've established radio contact, climb down the mountain and head all the way back to the very first area of the mission (where you dropped in by parachute). Here, you'll get the **C4 Explosives**, which will let you clear a passage through the cave that was destroyed earlier.

⑦ Backtrack once more, but this time you should head to the passage that was host to the cave-in. Approach the soldier, plant the C4, and get out of the way! Continue through the cleared-out passage, and head past the waterfall.

⑧ You'll encounter two snipers hiding behind little shards of rock which make them impossible to hit. Run around the side of the sniper on the right, grab the **Grenades**, and throw one over at the first sniper. Run up and grab his **H11**, then peek around the corner and take out the second sniper.

⑨ Run over to the ledge and your comrades will warn you of troops dropping from above. Take care of this last set of troops (about 10-12 of them), then run back to the ledge to complete the level.



LEVEL 2: MCKENZIE AIR BASE INTERIOR

① You'll start with Lian Xing in this room, where you'll have to sneak your way around to the infirmary in the next hallway.

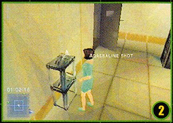
② Hide next to the wall until the people are done conversing, then sneak into the room. Pick up, then administer the **Adrenaline Shot**. Leave the room quietly and head around to the right.

③ You'll need to sneak into this camera room and observe a short cinema. When it concludes, flip the switch up against the wall to open the sliding glass door. Pass through and head around the long hallway to the right.

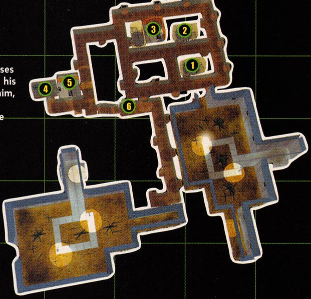
④ You'll end up here, where you'll observe two U.S. G.I.'s conversing. When they finish, you'll need to sneak past the guard window and enter the locker room. Here, you'll find your **Combat Gear**.

⑤ Take out the guard with your Hand Taser, then flip the switch on the wall. Run to the door that opened around the corner. If you don't do this quickly enough, you'll get trapped and fail the mission.

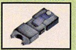
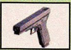
⑥ Hide in the nook so you can ambush the guard with your Hand Taser when he passes by. Peek around the next corner and watch his pattern. When he walks backward, follow him, and then hide in the passage until he walks by. Whip out your Hand Taser and take care of this guard.



Don't miss the Adrenaline Booster on this rack up against the wall.



WEAPON PROFILES

Knife		First location: Level 1 Rate of Fire: • Power: ••••• Clip Size/Max Ammo: N/A Zoom: N/A	If you're in close enough to use the Knife, you're actually much better off just using the Hand Taser. The Knife is probably the most useless weapon in the game.
Hand Taser		First location: Level 2 Rate of Fire: • Power: Stun Only Clip Size/Max Ammo: N/A Zoom: N/A	You'll need this weapon when stealth is necessary, since it gives no distinct audible or visual signals during use. Its limited range makes it useless against ranged enemies.
.45 Handgun		First location: Level 2 Rate of Fire: •• Power: ••• Clip Size/Max Ammo: 10/60 Zoom: N/A	Standard handgun is its name—stopping power is its game. The .45 doesn't mess around with just two or three shots taking out almost any enemy without a Flak Jacket.
Air Taser		First location: Level 6 Rate of Fire: • Power: ••••• Clip Size/Max Ammo: N/A Zoom: N/A	The AIr Taser projects a thin wire that gives it an extended range over the Hand Taser. The other major difference is that it kills the enemy instead of stunning him.
9mm / Silenced		First location: Level 1 Rate of Fire: ••• Power: •• Clip Size/Max Ammo: 15/90 Zoom: N/A	This is the standard handgun, a trait that definitely shows during gameplay. The sub-standard power combined with the 15 round clip make it an average weapon at best.
G18		First location: Level 19 Rate of Fire: ••••• Power: •• Clip/Max Ammo: 33/198 Zoom: N/A	Jim's personal favorite due to its ultra-high rate of fire and decent power. The only trouble with this gun is that it's rare, so you won't be using it much.

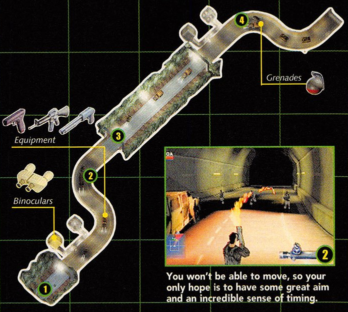
LEVEL 3: COLORADO INTERSTATE 70

① Lieutenant Chance will create a diversion as you infiltrate the tunnel and grab some gear. Search the back of the second supply truck and you'll find the **Equipment**. Return to your starting position, equip the M-16, and go for broke. Chance won't be able to move forward until every enemy is taken care of. Once the road is clear, you can proceed into the tunnel together.

② When you get to the third supply truck, you'll be ambushed by three Flak-Jacketed enemies. Gabe will grab a Flamethrower from the truck, at which point you'll take control *(see picture)*. You'll need to blast through three sets of troops, attacking from both the front and rear. The only technique is to adjust the level of your cross hairs. You can't run out of ammo and you can't move, so just concentrate on aiming and you'll do fine.

③ When you exit the first tunnel, you have to sneak up and kill a series of guards patrolling the area. If you're detected, the snipers up in the adjacent mountains will try to target you for a head shot (you'll know when you see a flashing box appear over your head). Luckily, you can just roll out of the way from one truck to another, taking out guards as you go.

④ As you enter the second tunnel, you'll find two enemy-controlled APCs blocking your path. Grab the **Grenades** from the back of the supply truck, then head back to the main power room. Toss in a grenade, and the lights will go out, prompting Gabe to equip his NVG. Head back toward Chance and clear out the rest of the baddies who are now walking aimlessly in the dark. Once you reach the end of the tunnel, this level will be complete.



You won't be able to move, so your only hope is to have some great aim and an incredible sense of timing.

LEVEL 4: I-70 MOUNTAIN BRIDGE

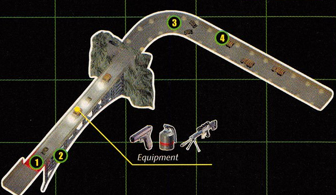
(Note: You'll only have two minutes to complete the initial step of this mission.)

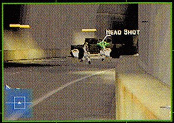
① When you first arrive, you'll need to sneak over to the right and drop down onto the ledge below (see picture). You'll then traverse 10 or 20 feet until you're up past the Humvee. Pull yourself back up to the main road and run to the back of the truck to pick up the **Equipment**. Sneak back to the beginning of the stage and toss the Gas Grenade at the Commander and his bodyguard.

② Once they're both gone, it's time to drop down to the steel girders below the main level of the bridge and disarm the four explosives that remain live. There is one on each end of the bridge (north and south), and there are two in the middle area. This whole sequence is like trying to navigate a labyrinth, and with the awkward control, it can be downright frustrating. Once you've disarmed all four bombs, climb back up top and enter the tunnel.

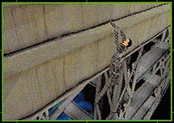
③ You'll encounter two soldiers who are holding Ramirez and Dobson at gunpoint. This part is tricky, since you'll naturally think to use your Sniper Rifle to take 'em out. But because of the Sniper Rifle's slow rate of fire, it's impossible to take both of them out from long range without losing a hostage. Instead, sneak in as close as you can and equip your M-16. Wait until the two soldiers' heads are lined up in your sights; then let it rip!

④ Past the soldiers, you'll encounter a group of personnel carriers that just happens to be filled with enemy troops. D'oh! They will try to take out the two G.I.s that you just rescued, so make haste and take care of them before they get the chance. If they kill either of the two friendly soldiers, the mission will end. Once you get past three trucks, the level is complete.

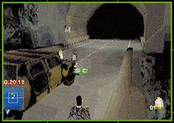




The ONLY way to take out both of these guys is to use the M-16 in conjunction with your manual aim.



Traversing the cement lip on the bridge is both time consuming and dangerous—be careful!



Creep up alongside the Humvee and drop the Gas Grenade as shown. You'll get both of 'em with one shot!

WEAPON PROFILES

Biz-2

First location: Level 11
Rate of Fire: ●●●●
Power: ●●●
Clip Size/Max Ammo: 66/396
Zoom: N/A

The Biz-2 is the traditional high-capacity assault rifle. Its high rate of fire and solid damage make it one of the better standard weapons in the game.

HK5 (silenced)

First location: Level 5
Rate of Fire: ●●●●
Power: ●●●
Clip Size/Max Ammo: 32/192
Zoom: N/A

The silenced version of this assault rifle is better than its less subtle cousin. It allows quick and easy kills on enemy troops without causing too much of a ruckus.

KG34

First location: Level 17
Rate of Fire: ●●●●
Power: ●●
Clip /Max Ammo: 20/120
Zoom: N/A

Arguably the best weapon in the game, the KG34 fires Teflon-coated bullets that rip through Flak Jackets like a hot knife through butter. Use your ammo wisely with this one.

H11

First location: Level 1
Rate of Fire: ●●●●●
Power: ●
Clip Size/Max Ammo: 50/300
Zoom: Yes, very accurate

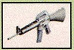
The ridiculous rate of fire makes this gun key for rooms crawling with enemies. Walk in, turn it on, and walk out. It also has an accurate zoom feature.

PK-102

First location: Level 12
Rate of Fire: ●●●●
Power: ●●
Clip Size/Max Ammo: 30/180
Zoom: N/A

There's just something about this weapon that makes it sub-par on almost every level. It has a slow rate of fire and a low clip capacity. Use it only as a last resort.

M-16



First location: Level 1
Rate of Fire: ●●●●
Power: ●●
Clip Size/Max Ammo: 30/180
Zoom: N/A

This is the standard assault rifle, and appears in almost every level of the game. As you'd expect, it's only about average in all categories.

LEVEL 5: MCKENZIE AIRBASE EXTERIOR

(Note: If you use any non-silenced weapons on this stage, you'll be immediately detected as an intruder and the mission will be over. The mission will also end if you kill any friendly G.I.s—you're supposed to stun them.)

① Equip your Hand Taser and wait for the first guard to run back to his post. When he does, sneak up behind the other guard and stun him. Follow the previous guard through the long, winding hallway, then head to the truck in the middle of the field.

② Grab the Silenced **Sniper Rifle** and take out the two guards on patrol (with the Hand Taser) before climbing up the roof and proceeding to the next area.

③ Once you get into this labyrinth-like series of hallways, there will be a couple of guards that you need to take care of. You should know the drill by now: Just hide behind a wall or box, let them pass you by, then stun them with your Taser.

④ Work your way up into the airplane hangar and take out the Agency Pilot with your Sniper Rifle. The best way to do it is by sneaking into the northeastern corner of the room (you'll just barely be able to see him, but you won't risk being spotted). Once the pilot is out of the way, walk under the plane and sabotage the control panel. A soldier will enter the room—if he spots the dead Agency Pilot's body, you fail. Take him out (with your Hand Taser) as soon as possible.

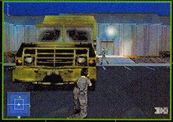
⑤ Run back through the hallway and get past the searchlights that scan the main area (if you are spotted by the floods, you'll fail the mission). Jump on the side of one of the passing supply trucks, then let go directly across from the main entrance to the south side of the installation.

⑥ When you enter this side of the base, you'll see Holman walking into a hangar with a couple of soldiers. Follow them. Take out all of the soldiers until only Holman remains. Sneak up behind him and a cinema will ensue. Take his **HK-5** and continue onward.

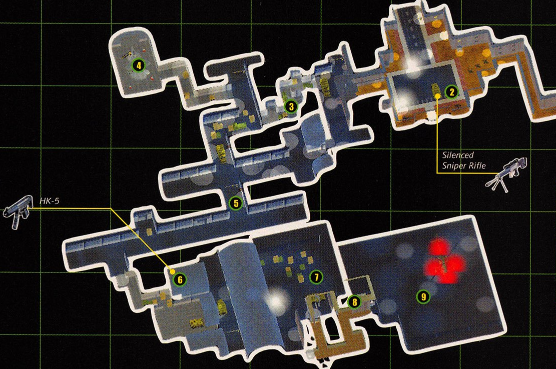
⑦ Work your way out to the field with the searchlights, then peek around the first box that leads out into the open area. Equip your Sniper Rifle and take out the large searchlight on top of the Comms Tower. Once you do so, you'll be able to run down and start up the supply truck to create a diversion. After it smashes into the wall, you can run up and enter the Comms Tower.

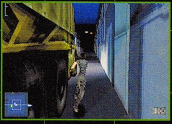
⑧ Ride up the elevator and exit to the right. Sneak around the office (hugging the inside wall) and take out the first guard who's fiddling with the controls. You'll only have about 15 seconds to get into place and take out the second guard, so just sneak right up and use your Taser immediately. Flip the switch up against the wall (acquiring the transponder frequency) and head out to the H-pad to stop Falkan.

⑨ Once you take out both the guard and Falkan (accomplished by creeping up behind them with your Taser), approach the chopper and the level will be complete.

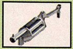
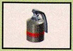


Run to the rear of this truck and search it to find the Silenced Sniper Rifle. You'll want to make sure the area is clear of guards first.





Get alongside the front (cab area) of the truck so that as you run, the truck will slowly pull ahead of you. As soon as you're exposed from the left side, cut across and enter the doorway.

Shotgun 	First location: Level 1 Rate of Fire: ●● Power: ●●●● Clip Size/Max Ammo: 25 Zoom: N/A	The one thing that you'd come to expect from a shotgun (some sort of spread effect), isn't there, making it practically useless.
Gren. Launcher 	First location: Level 8 Rate of Fire: ● Power: ●●●●● Clip Size/Max Ammo: 15 Zoom: N/A	The M-79 isn't quite as dominant as it was in the first game, and since it's very rare, you better treasure the few rounds you can spout off when you find one.
Grenade 	First location: Level 1 Rate of Fire: ● Power: ●●●●● Clip Size/Max Ammo: 10 Zoom: N/A	Having trouble with an enemy who seems to be dug in like an Alabama tick? Flush 'em out with one of these puppies!
AUS Shotgun 	First location: Level 21 Rate of Fire: ●●●● Power: ●●●● Clip Size/Max Ammo: 12 Zoom: N/A	The AUS is so powerful that it has the ability to physically knock enemies back several feet. It's a rare weapon, but it definitely is one of the best.
TG Launcher 	First location: Level 12 Rate of Fire: ● Power: ●●●●● Clip Size/Max Ammo: 5 Zoom: N/A	The Tear Gas Launcher is one of the few non-lethal weapons in the game. As such, it is extremely useful when dealing with enemies that should not be killed.
Gas Grenade 	First location: Level 4 Rate of Fire: ● Power: ●●●●● Clip Size/Max Ammo: 10 Zoom: N/A	This is useful when you need to take out a group of enemies without making any noise. (This is NOT Tear Gas! Be aware that these cannot be used to stun people.)

LEVEL 6: COLORADO TRAIN

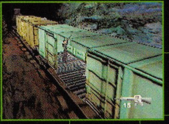
(Note: Your main objective is to get from the back to the front of the train. There are no special objectives or parameters, so a walk-through is a bit pointless. Instead, we'll point out a couple of secrets to find along the way.)

① If you drop down into the first car, you'll notice there's a **Flak Jacket**. If you get damaged later on in the level, don't be afraid to return and grab it.

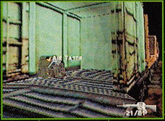
② Once you get to the seventh car (an aqua blue one), drop down alongside it and grab the **Grenades**. Also, don't forget to grab the **Shotgun** from the guard.

③ If you drop down to the side of the 16th car (another aqua blue one), you'll find an **Air Taser** hidden inside. All of these secret items will carry over to the next level with you, so don't feel like you have to use them up right away.

④ When you reach the 22nd train car, the level will be complete.



If you lose track of which car you're on, you can always just drop down to the side and check.



Don't miss the Air Taser—it comes in handy on level seven if you run out of ammo.

LEVEL 7: COLORADO TRAIN RACE

*(Note: This stage is quite similar to the previous one, with an added time constraint of **eight minutes**. So, in other words, if you don't get to the front of the train in eight minutes, you can kiss little ol' Gabe goodbye.)*

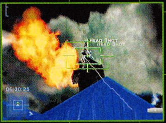
① The third car is home to a **Flak Jacket**, so like the previous level, come back to it when you run low on armor.

② Take care of the two guards, then drop down to the side of the seventh car—you'll find an **H11**.

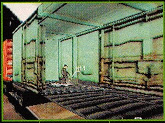
③ Once you acquire the H11, the rest of the stage is but a walk in the park. Its high rate of fire makes getting those awkward head shots a breeze.

④ You'll get a chance to make a save at the 12th car (a red one) when you reach the only checkpoint in this level.

⑤ When you reach the 21st car, the level will be complete.



And yes, you CAN kill Flak-Jacketed enemies with the Air Taser. Just target the head manually and it's all over.



The H11 is your only extra weapon on this stage. Luckily, it comes stocked with 300 rounds.

AT ALL COSTS, MASTER THIS!

• HEAD SHOTS

In Syphon Filter 2, almost every level has been littered with tons of Flak-Jacketed enemies. Because of this, head shots have become the "thing to learn" for any hardcore combat master. The funny thing about the head shot technique, however, is that it's truly a conglomeration of two or three other tactics. First and foremost, you'll want to always place yourself behind some cover, preferably on a perch or behind a wall (peeking out as you need to take shots). Second, you'll need to get good with the manual aim (using the L1 button). And, finally, once acquired, it's time to actually time your rounds. You'll know you have a head shot when you see the white box labeled "Head Shot" float above your target. At first, the control may seem a bit touchy in the manual aiming mode, especially if you use the D-Pad. But once you get used to the sensitivity, you'll start chalking up head shots faster than an over-clocked Celeron 300A. And don't forget that those head shots save you ammo! Spending 3-5 rounds for a head shot is much more frugal than wasting 20-30 for a standard attack.

Whoa! Is that guy an alien or a friendly G.I.? Either way, we don't like him one bit!

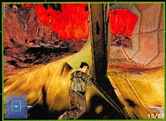
LEVEL 8: C-130 WRECK SITE

(Note: Your main objective is to work your way past all of the enemy troops and locate the Data Disks before Archer does.)

① Use your H11 until you make it past the first 10 or 12 guards (it has a very precise cross hair that allows for consistent head shots).

② Proceed down the main path until you approach the large piece of plane wreckage. A sniper is firmly planted on top of this wreckage, so find cover while you try to nail him.

③ When you reach the end of the valley, you'll find an **M-79** and the **Data Discs** right next to each other. When you go for the Data Discs, Archer will show up with four of his bodyguards. Take refuge behind the plane wreckage and let one of your M-79 rounds fly. As you continue after Archer, you'll be ambushed by two more groups of four guards each. Once you get past them, you'll find Archer hanging from the base of a helicopter as he tries to get away. The ONLY way to take him out is with a head shot, and this is best accomplished by using the H11. Once you kill Archer, the level will be complete.



You can take cover from the sniper here, next to the plane.

WEAPON PROFILES

NVG Rifle 	First location: **Level 12** Rate of Fire: • Power: ••• Clip Size/Max Ammo: **10/30** Zoom: **N/A**	The Night-Vision Rifle is only useful for low-light applications. It's equipped with a very powerful scope that lets you use it for both combat and surveillance.
Sniper Rifle 	First location: **Level 4** Rate of Fire: •• Power: •• Clip Size/Max Ammo: **10/30** Zoom: **Yes**	The Sniper Rifle is great for picking off enemies with Flak Jackets since the powerful zoom lets you get very consistent and accurate results.
Crossbow 	First location: **Level 9** Rate of Fire: • Power: ••••• Clip Size/Max Ammo: **5** Zoom: **N/A**	Swift, silent, and deadly: the three words that best describe the crossbow. It's a one-shot kill even on Flak-Jacketed enemies, making it very desirable.

QUICK TIPS

This is a list of some of the smaller tips and tactics in Syphon Filter 2. Don't overlook these just because they aren't as in-depth as some of the others. Take it from us—it's not always necessary to whip out ultra-fancy tactics.

• Ultra Fast Weapon Select
Although there are three different ways to select your weapons, the best way is to hold Select, then use the L1 or R1 buttons to scroll through your list as quickly as possible. This method is by far the best for combat.

• The Action Button Saves the Day
If you've been stuck on a certain part of a level for a long time, don't forget about looking for places to use the action button. You can use it to climb things, kick open doors, or even activate hidden switches.

• Zoom Awareness
Sometimes using weapons with zoom capabilities isn't the best choice for head shots. When in close combat, for instance, we found it much easier to use handguns without zoom. It's much easier to acquire your target (zoom has too long of a delay).

LEVEL 9: PHARCOM EXPO CENTER

(Note: On your first time through, this level is quite possibly one of the longest in the game. Don't forget to make memory card saves at the various check points.)

① The first two guards can be killed easily with your standard 9mm pistol. Grab the **Silenced HK-5**, then proceed down the hallway.

② After climbing through the vent, you'll come up to your first **Flak Jacket**. If you've only taken minimal damage, make sure to leave it for later.

③ Here, you'll take out the guards and crawl up into the ventilation shaft. Once you're in the shaft, you'll come up to a grate where you can see a G.I. standing nearby. Equip your Crossbow and shoot him in the mid-section. Continue down the shaft and exit. Take out the remaining guards with your Hand Taser, then kick open the doors that lead to the next area.

④ Take out the two G.I.s with your Hand Taser and proceed out into the next room. Climb the boxes, then drop down and zap the G.I. with your Hand Taser. Climb up to the top of the boxes and leap across to the scaffolding. Take out the guard, then enter the next ventilation shaft.

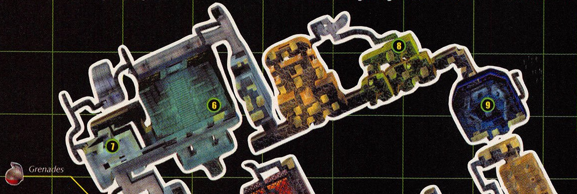
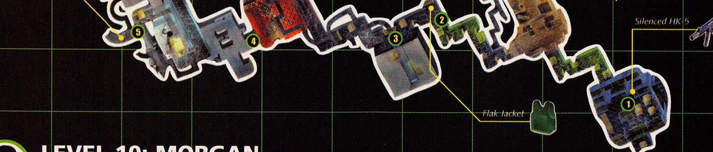
⑤ Grab the **Grenades** before heading up into the next ventilation shaft.

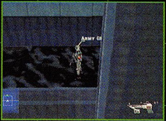
⑥ Here, you'll only be able to lower yourself down on the far right edge. There are a few boxes (below) that will let you do it.

⑦ You'll need to set the Decoy here before heading up through the next set of ventilation shafts.

⑧ In this area, you'll need to take out the two guards that are moving before attempting to kill the one guarding the exit. The object is to kill them when they stop moving, so you'll probably need to sit back and watch their patterns a few times before doing so.

⑨ Take out the last few agents, then climb on top of the Stonehenge exhibit. You'll need to jump from one to the next until you finally reach the vent that exits the level.



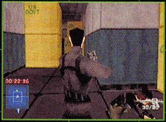
When you're looking out from the ventilation shaft, equip your Crossbow and shoot the G.I. in the mid-section. It won't kill him, but it will incapacitate him.

LEVEL 10: MORGAN

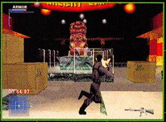
(Note: There are only two main objectives: one is to disarm the four bombs, the other is to kill Morgan.)

① For the most part, just follow Teresa around and protect her from Morgan's bodyguards who will try to take her out as she disarms the bombs. It's key to stay "tanked up," so make sure to kill enemies with head shots as often as possible. This way, you can grab their Flak Jackets and continue on with full strength.

② When you finally meet up with Morgan, you'll need to run around in circles for a little over a minute (this gives Teresa time to disarm the last bomb). The best technique is to stay up against the piece in the center of the room and keep Morgan opposite from where you are. When Teresa finishes with the last bomb, you can attack Morgan. We equipped the M-16 and went for a head shot immediately, a technique that seemed to work every time.



Stand close to Teresa while she's disarming the bombs. This way you'll be like a human shield.



You have to run around for approximately a minute and 15 seconds while Morgan shoots grenades at you.

REAL GEAR

Let's face it kids—weapon technology is cool, and equally so are the game companies who do research and use realistic weapon models for their games. Metal Gear Solid, Rainbow Six, and even Resident Evil 3 all pushed the creative envelope by using some of the world's most renowned weapons and gadgets in their games. Syphon Filter 2 is no slouch, either, as it joins the few select titles that really went out of their way to make gameplay more realistic. Take a look.

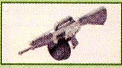
Spas-15

Manufacturer: Franchi (Italy)
Caliber: 12-Gauge
Capacity: 6 rounds
Price: $2,000 – $3,000
Comments: Only a few Spas-15s were ever imported to the United States from Italy, and because of that, they fetch quite a premium price on the assault rifle aftermarket. Honestly, though, it's tougher looking than it is useful.

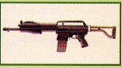
HK G11

Manufacturer: Heckler & Koch (Germany)
Caliber: 4.73 x 33mm (caseless)
Capacity: 50 rounds
Price: N/A
Comments: The G11 is still a military-only weapon, and is NOT available for civilian use. It fires an experimental caseless ammo which eliminates the brass ejections that you'd get from a normal rifle of this type.

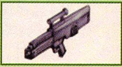
To the left are the weapon models as they appear in Syphon Filter 2. The right shows them as they are in real life. It's quite easy to see the similarities.



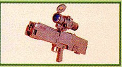
AUS-SG, Syphon Filter 2



Spas-15, Real Life



H11, Syphon Filter 2

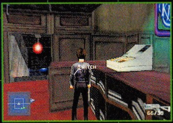


HK G11, Real Life

LEVEL 11: MOSCOW CLUB 32

① Run around on the scaffolding up top, then take out the guard and grab his **Biz-2**. When you walk out onto the bridge, an enemy grenade will take out a chunk of it, allowing you to drop down. Kill off the remaining enemy troops, then proceed down the hallway.

② When you reach the bar, make sure to whack the enemies before taking refuge inside (they'll just throw grenades when you run in with guns blazing). Grab the **Shotgun** behind the bar and move on.



Most players overlook the hidden switch behind the bar. It reveals a secret passage that grants you access to the basement of the club.

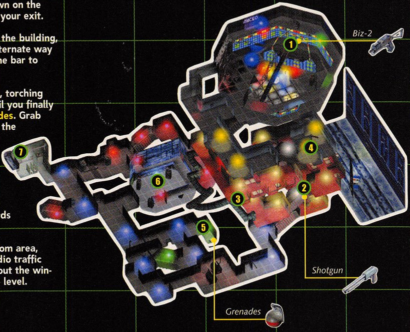
③ Get up into the ventilation shaft and lay a surprise attack down on the two unsuspecting guards at your exit.

④ The Police will surround the building, forcing you to find an alternate way out. Hit the switch behind the bar to reveal a secret passage.

⑤ Continue down the path, torching enemy upon enemy, until you finally reach a little stash of **Grenades**. Grab 'em, then continue on down the hallways.

⑥ When you get to the Techno Room, you'll want to take out all three guards from the dance floor area. Don't try to climb the speakers until all three guards are dead.

⑦ Proceed into the bathroom area, receive the incoming radio traffic from Gabe, and then shoot out the window up top to complete the level.



LEVEL 12: MOSCOW STREETS

(Note: The entire level is littered with grenadiers, so watch the rooftops with a keen eye.)

① If you need armor, grab the **Flak Jacket** hidden in the police car. Wrap around the first corner and wipe out the first few guards. Search another police car to find a **TG Launcher**.

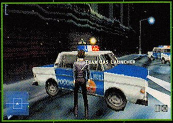
② You should be able to take out all of these guards with only three or four shots from the **TG Launcher**.

③ The only way to avoid the out-of-control car is to roll into the little nook on the right-hand side of the alleyway.

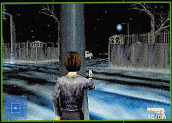
④ If you double back, you'll find a guard with an **M-79** who's quite easy to kill...

⑤ This whole street is littered with grenadiers. It's best to just run past them with the .45 blazing.

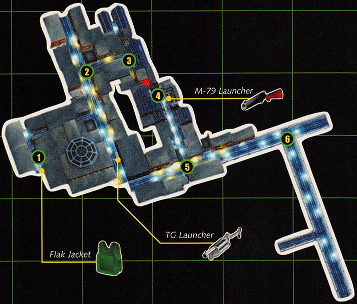
⑥ Track Gregorov as he flees down this busy street. Watch out for cars passing by and seek shelter behind light poles if he starts throwing hot lead your way.



Having trouble finding the TG Launcher? Find it inside this abandoned police car!



When running after Gregarov, make sure to use the light poles as cover.



SECRETS? HIDDEN MULTIPLAYER LEVELS?

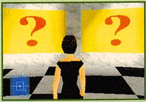
Hard Mode

When you complete the game once (finding at least two multiplayer levels), you will unlock a Cinema Gallery for both discs one and two. You can access this mode from the Cheats menu on the information screen.

- Code to Unlock Hard Mode

There are certain cinemas that can only be earned by completing the game on the Hard difficulty setting. But to get to those movies, you'll need to first be able to get to the "Hard" setting, right?

When at the title screen, highlight the One-Player icon while you press and hold the following buttons at once: **Square+Circle+L1+R2+Up+SELECT+X.**



These movies can only be unlocked once you complete the game on the "Hard" setting.

Hidden Multiplayer Levels Uncovered

These are just FOUR of the TEN hidden multiplayer levels in Syphon Filter 2. Some of these are easier to find than others, so check out *Expert Gamer*'s "Tricks" section for locations on the remaining levels in the near future.

- **Level 1** – Drop down to the cavern below the waterfall and grab the item in the storage chest (an H11) to unlock the **Colorado Rockies** (#9) multiplayer level.
- **Level 3** – Find the Binoculars in the closet along the first tunnel to unlock the **Caves** (#6) multiplayer level.
- **Level 9** – Take the Girlie Mag inside the locker next to the talkative guards to unlock the **Pharcom Incubator Lab** (#19) multiplayer level.
- **Level 20** – Grab the Dirty Laundry from the sniper building to unlock the **D.C. Park** (#14) multiplayer level.

LEVEL 13: VOLKOV PARK

(Note: Volkov Park is basically a set of large wooded areas connected by thin walkways. You'll progress from one open area to the next, chasing after Gregorov without the intention of killing him.)

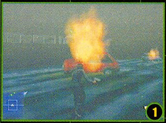
① Get by the first set of guards, but don't get too close to the parked cars—they explode! Once they've all been shot to crap (the fear of damage will be gone), you can use them as shelter and pick off the remaining guards with head shots.

② You'll want to approach Gregorov from the right-hand side. Use the trees as cover, rolling from one to the next to avoid head shots. When you reach the back of the monument, Gregorov will take off down the path and head for the next area.

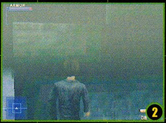
③ Lian will automatically whip out her NVG as soon as she enters this area. To your advantage, the enemy guards won't have any such luxury. Use your .45 to take care of the guards in this area.

④ This time, Gregorov will take out the lights himself and flee into the next park area. Chase him through the park (taking out guards as you pass through) until you reach the bridge area.

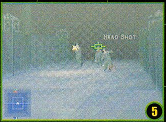
⑤ You'll want to run to the left or right, head under the bridge, and then (very silently) cross to the other side. Blow through the last couple guards and you'll complete the level.



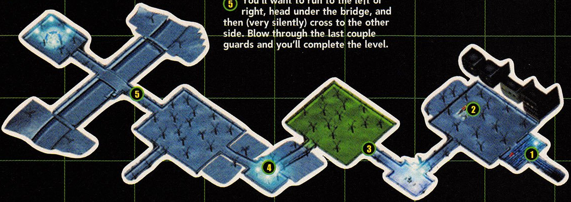
Don't use the cars as cover until they've exploded.



Take refuge behind this wall (approach it from the right side).



When you're fighting this many troops, it's easiest to stay behind a wall for cover.

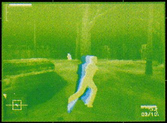


LEVEL 14: GREGOROV

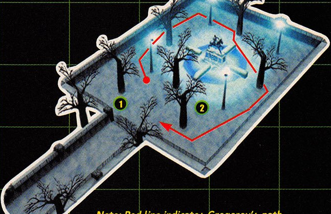
(Note: Until you shoot out the four lights, Gregorov WILL be able to see you no matter what you try. Save yourself both the time and effort and skip trying to find an alternate way to take this guy out.)

① You'll probably want to observe his pattern before attempting to move around (or just look at the red line on the map to the left). Once you get his pattern down, it's time to take cover behind a light pole and begin.

② As soon as you start shooting at the lights, Gregorov will notice you. He'll attempt to close the distance between you and him, and he'll also probably start shooting at you. Whatever you do, DO NOT RETURN FIRE. The object is to stun and capture him, not to kill him. When you shoot out the fourth light, Lian will equip her NVG automatically. The only step remaining is to sneak up on Gregorov and stun him with your Hand Taser. To prevent him from detecting your presence, just make sure that you sneak instead of run.



Until you shoot out the four light posts, Gregorov will be able to detect you. Sneak up and rack him with your Hand Taser when you get the chance!



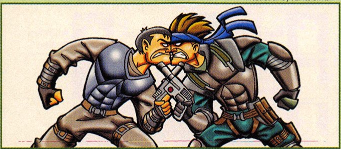
Note: Red line indicates Gregorov's path

GABE LOGAN VS. SOLID SNAKE...A FIGHT TO THE DEATH?

Gabe Logan

Strengths: Can literally dodge bullets.
Weaknesses: Lack of hand-to-hand skills.
Likes: Hi-tech weaponry, brunettes.
Dislikes: The U.S. Government.
Standard Moves: Tsunami Roll, Flat-Faced Smasher, Sack-in-the-Pants.
Special Move: The Mysterious M-79. Gabe reaches into his pocket and pulls out an M-79 Grenade Launcher. He doesn't shoot it, since he's always out of ammo.
Comments: Gabe might not be as smooth a talker as good ol' Snake, but he sure doesn't mess around when it comes to raw combat ability. The one thing he lacks is experience.

Illustration by James Silvani



Just exactly who would win if two of the PlayStation's toughest bad boys duked it out in a fight to the death? Until they release "989 Studios vs. Konami," the world may never know.

Solid Snake

Strengths: Quick, agile, smooth talker.
Weaknesses: Trap doors, twin brothers.
Likes: Hi-tech weaponry, red-heads.
Dislikes: The Stay Puft Genome Soldier.
Standard Moves: Punch, Kick, Throw (what did you expect—a Tombstone Pile Driver?).
Special Move: Stealth Camo Phantom. Snake uses his Stealth Camo and continues to attack. Not very sportsman-like, but neither is fighting to the death, right?
Comments: Snake is a tough mutha, there's no doubt about it. If anyone (or anything) gets in his way, he's sure to take 'em out. Whether Gabe Logan's throaty voice will scare him, though, remains to be seen.

LEVEL 15: ALJIR PRISON

(Note: It's imperative that you remain undetected during your entire journey through this mission. Once you're spotted by guards, the mission ends.)

① Here, the first guard needs to be harpooned with your Crossbow. Wait until the woman around the corner turns her back, then give her the same treatment.

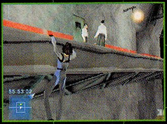
② Take out the next guard with your Hand Taser (but make sure to sneak up on him). Double back, then take out the guard on the opposite side. When you do so, the officer will walk over and lean down to see if he's alright. Sneak behind her and unleash some voltage with your Hand Taser.

③ Continue until you reach this hallway, at which point you'll need to take out yet another guard with your Hand Taser. Sneak down the thin walkway, being careful as not to alert any of the guards on the floor below.

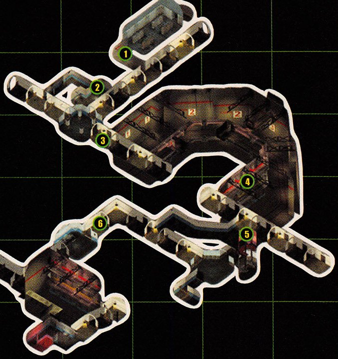
④ When you get to the spot with two guards conversing, you'll need to drop down to the side of the ledge and scoot past them until you reach safety. Follow the guard chasing after the prisoner, and, you guessed it, take her out with your Hand Taser.

⑤ Sneak onto the elevator and ride it down to the basement level. Walk as if you were to enter the main room, then quickly turn around and jump in the hole below the elevator. Pop out when the guard turns away, then sneak past both him and his friend.

⑥ There will be two more guards to kill, then you can enter the power area and flip the grid. After this, the level will be complete.



The only way past these guards is to drop down and work your way across the ledge.



LEVEL 16: ALJIR PRISON ESCAPE

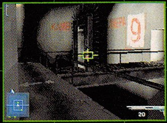
① For the first couple of rooms, you'll need to blast your way out and hope to use the least amount of ammunition possible. Pick up the enemy **Shotguns** and as much .45 ammo as you can find.

② This is where you'll find Gregorov, at which point you'll need to lead him through a series of tunnels. You'll need to move into a new area, clear it out, and then call for Gregorov to move up (since he's too weak to hold a weapon).

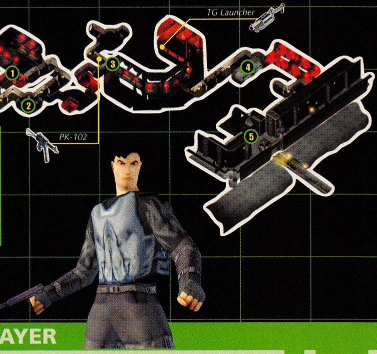
③ The room is filled with snipers and it's nearly impossible to even step your foot in without getting smoked. That is, until Gregorov whips out a magic smoke grenade and saves the day! Run through the smoke, then stop to shoot out the lock on the main gate.

④ You'll need to backtrack and grab the **TG Launcher** from the guard. Next, return and use it on the two prisoners.

⑤ Run like heck when you get here, since all that's left is to bypass a few more guards before you make it to safety and complete the level.



Aim here to take out the lock in the sniper room. You'll need to be quick about it since the snipers are everywhere!



THE MANY FACES OF MULTIPLAYER

In the multiplayer mode, there are **28 different characters** to choose from. Some of the character names are unknown, so we used our best judgment.

Agency Operative

Corpse

Gabe Logan

Lawrence Mujari

Military Police

Scuba Lian

Terrorist

Anton Girdieux

Dr. Ella Weissinger

John Ramirez

Leper

Monk

Spook

Unit One

Bag Lady

Erich Rhoemer

Johnathan Phagan

Lian Xing

Ninja Gabe

S.W.A.T. Chick

Ur Gregorov

CBDC Agent

Evil Scientist

Jorge Marcos

Mara

Russian Bodyguard

Teresa Lipan

Vladimir Gabrek

LEVEL 17: AGENCY BIO-LAB

① You'll start here, with no weapons, armor, or gadgets to play with. It's up to you to locate everything you'll need to complete this mission.

② After sneaking past the first group of guards, you'll end up here, at your first checkpoint. Sneak around and grab the **Knife**, then kill the guard and take his **G-18**.

③ When you access the security terminal, you'll find that you don't have the required access to unlock the door (from the previous room).

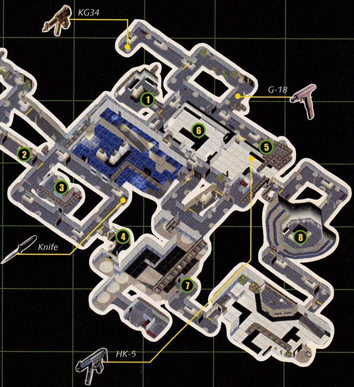
④ Head here to be decontaminated, then continue on into the next room. You'll need to enter the small computer room first, taking out the scientist inside. Grab your **Combat Gear**, then head back out into the main area. Take out the two guards with your Silenced 9mm, then talk to Ramirez. Head out the main door upstairs and then access the security camera with your Scrambler (just walk right up to it and use it).

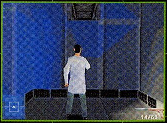
⑤ Eventually, you'll make your way here. You need to shoot out and climb up into the vent. When you jump out, you'll be in the high-level control room with Gershon.

⑥ Escort him outside, where he'll grant you access to the main control area. Patch in with your modem at the Data Uplink and prepare to take out the flurry of enemy agents that come storming in.

⑦ Enter this previously inaccessible door and proceed into the holding cell. Take out the two scientists with your Silenced 9mm, then flip the switch up against the wall to take care of the third one. Talk to Chance before leaving.

⑧ Take out the last scientist and then drop down into the experiment area. Exit through the vent, then proceed into the next room. When you reach the experimental area, go through one more door (surprising Dr. Weissinger) and the level will be complete.





The hardest (and most confusing) part of this level is locating the vent that leads to Gershon. Once you find it, the rest of the level is a breeze.

LEVEL 18: AGENCY BIO-LAB ESCAPE

(Note: Your only objective is to escape the Agency Labs in one piece. However, this won't be as easy as you think. The entire level is littered with enemy agents wearing full body armor. Run away!).

① In the first room, you'll need to take care of the armored guard by shooting at the little vials of hazardous juice. They'll explode, turning ol' armor boy into a crispy shadow of his former self.

② After doing some vent crawling, you'll end up here. Shoot out the vent on the south side of the room and continue on.

③ Don't miss the **Weapons Cache** located in the locker inside this small room. The next couple of guards can be taken out with the M-79. Don't be afraid to use up three of the initial five rounds—you'll get more of them later on in the level.

④ You'll need to make a leap of faith here, hopping from one ventilation shaft to another.

⑤ After seeing Ramirez, grab the **M-79** rounds from the nearby case. Approach the elevator control room with caution. It's best to walk in backwards and then roll out. This seems to lure out the last remaining guard every time.

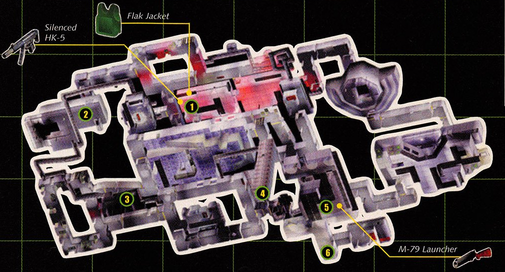
⑥ Once you've activated the control panel, you can go back outside and open the doors to complete the level.

ARMOR
DANGER
25/109

It's inevitable that you'll square off against at least one or two of these tank-troopers. Make the most of it and run/roll to safety!

Although the guards are immune to bullets, you can still take them out by shooting at the nearby cache of volatile chemicals!

Be careful when you approach this door and make sure not to accidentally destroy the elevator control panel. If you do, you'll fail the mission.



LEVEL 19: NEW YORK SLUMS

① Grab the Flak Jacket if you're damaged from the previous level. Run down the main street and grab the G-18 in the little alleyway around the first corner.

② You'll need to shoot the lock off the door and proceed inside the pawn shop. There will be several guards inside, all of which should be taken out with the G-18. Continue through the back of the building and grab the M-16 before leaving.

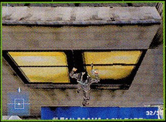
③ Here's where you'll need to drop down over the edge of the building and lower yourself to safety. You can also run around the corner to witness several S.W.A.T. troops being turned into minced meat from the snipers lurking in the shadows overhead. Immediately run down the stairs and into the sniper building.

④ The entrance is sorta hidden unless you know where to look, so here's where you'll enter the sniper building. Find the Sprinkler Switch below some shaky floor tiles, then continue through the mazy hallways.

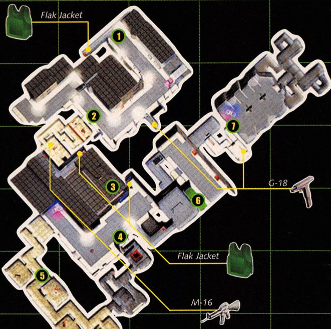
⑤ When you reach the snipers (there's only two of them), equip your G-18 and go for head shots. Jump out the window when you're ready to progress.

⑥ The S.W.A.T. officer will tell you to throw down your weapons and come out in the open. Instead, just stay hidden until he's smashed into the wall by the truck.

⑦ Talk to the officer and take out the two snipers as soon as possible. When you get to the stairs, you'll need to go up three or four flights (taking out enemy agents) before finally completing the level.



Make sure you line up with the awning on the building below.



LEVEL 20: NEW YORK SEWER

(Note: This entire level basically consists of Gabe running around chasing after the bull-headed Teresa, blasting everything he sees until he reaches the top of the parking garage. Keep in mind that the level plays home to the infamous "Magic Guards" from the original Syphon Filter. For those of you who don't remember, a Magic Guard is one that continually re-spawns no matter how many times you kill him. Conserve ammo and avoid as many of them as you can.)

① You'll want to stay close to Teresa, since she has an AUS-Shotgun (one of the few guns in the game that actually redefines "bad-ass"). She'll take care of the guards straight ahead of you, so try and concentrate on the guys who approach from the flank.

② The only other worry is when you climb up the stairs in the parking garage. Make sure that you grab the M-79s from the four troops who come pouring out of the main room so you can use them on the enemy agents while you're climbing. Once you get to the top floor, you'll find Stevens being held at gunpoint by Teresa. Finish him off and the level will be complete.

TARGET
DANGER

This is one of the few levels that contains "Magic Guards." Be smart and conserve ammunition.

LEVEL 21: FINALE

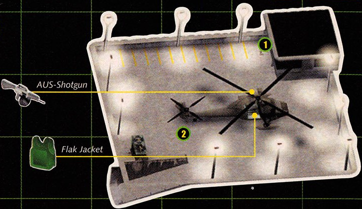
(Note: On top of everything else that you'll be worrying about, it is absolutely essential that you stay mobile during this entire battle. The second you stop moving is the second you'll STOP MOVING, if you know what we mean.)

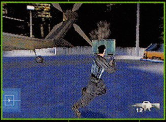
① Almost immediately, Chance will begin unloading with his AUS-Shotgun. To dodge his initial barrage, just slip out the door to the right and take cover behind the car. If you feel that he's still following you, step away from the car and begin rolling toward the chopper as quickly as you can. Roll under the tail, then grab the Flak Jacket on the other side.

② You'll need to wait for him to come around to you, at which point you can roll back under the tail and pick up the AUS-Shotgun. Roll back to the other side once again, then try to lure him near the rotating tail rotor of the helicopter.

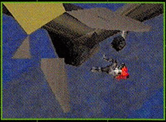
③ Line up Chance between yourself and the tail rotor, then use the AUS-Shotgun to knock him backwards. You'll only have 12 rounds to knock him back, so make every round count. Once he touches the blades, the game is over.

Twahaha! I'll squash you like the bug you are!
What the?





Grabbing the AUS-Shotgun can be tough—especially so when Chance continues his barrage.



Once you get him in front of the blades, it's "chop-chop" for poor ol' Chance.

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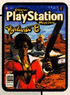

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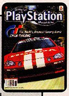

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playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

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PlayStation
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Spyro the Dragon Strategy

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PlayStation
14

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Demo Disc Only!

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Gex

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Gex Deep Cover Gecko
Tomb Raider III Strategy

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Silent Hill
35

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PlayStation Dictionary
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PlayStation 2 Breaking News
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13 New RPGs

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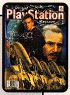

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Resident Evil 3 Nemesis
40

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Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

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PlayStation
25
Games You Must Play in 1999

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25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3

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PlayStation
Tarzan
Ape Escape

☐ **August 1999**

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball non-playables: Shao Lin, NFL GameDay 2000, NFL Xtreme 2

Volume 2
Issue 12–$10

PlayStation
Final Fantasy VIII

☐ **September 1999**

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing non-playables: NFL GameDay 2000, NCAA Gamebreaker 2000, Vigilante 8: Second Offense, Thrasher, Toy Story 2

Volume 3
Issue 1–$10

PlayStation
Spyro 2
50

☐ **October 1999**

Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

Volume 3
Issue 2–$10

PlayStation

☐ **November 1999**

Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3 non-playables: Fear Effect, SuperCross Circuit, Demolition Racer, Kingsley's Quest, G-Police: Weapons of Justice

Volume 3
Issue 3–$10

PlayStation
60 Games Reviewed
PlayStation 2
Dino Crisis Strategy

☐ **December 1999**

PlayStation 2
Dino Crisis Strategy
Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA GameBreaker 2000, Cool Boarders 4, Demolition Racer non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000

Volume 3
Issue 4–$10

PlayStation
GT2

☐ **January 2000**

End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem non-playables: Tomb Raider: The Last Revelation, International Track & Field 2000

Volume 3
Issue 5–$10

PlayStation
Smackdown!

☐ **February 2000**

Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000 non-playables: Medal of Honor, Hot Shots Golf 2

Volume 3
Issue 6–$10

PlayStation
Syphon Filter 2

☐ **March 2000**

Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere non-playables: Test Drive Cycles, Vigilante 8: 2nd Offense, Alundra 2

Volume 3
Issue 7–$10

PlayStation
Star Trek

☐ **April 2000**

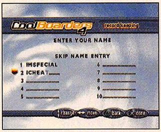
Star Trek Invasion
Saga Frontier 2 Strategy
Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido non-playables: Galerians, WWF Smackdown!

Cool Boarders 4

All Mountains and Events

Go to the name entry screen and put in the following passcodes to access these cheats. You will hear a voice say, "**Hey, no cheating**" to confirm correct code entry.

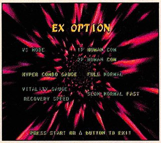
Every Mountain Available ICHEAT
Every Special Event Available IMSPECIAL


Cool Boarders 4
record keeping
ENTER YOUR NAME
SKIP NAME ENTRY
1 IMSPECIAL
2 ICHEAT
3
4
5
6
7
8
9
10
change
move
back
done

Marvel Vs. Capcom

Hidden EX Option

Press Start at the title screen and when the main menu appears, highlight "Option," press and hold Select and while holding it, press Start. The EX option will appear. Here you may choose your vitality recovery speed, a full hyper combo gauge and more!


EX OPTION
VS MODE
1P HUMAN COM
2P HUMAN COM
HYPER COMBO GAUGE
FULL NORMAL
VITALITY GAUGE RECOVERY SPEED
SLOW NORMAL FAST
PRESS START OR △ BUTTON TO EXIT

trick of the month

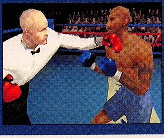
Knockout Kings 2000

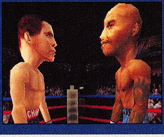
Pulsating Heads

Go into Career mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane

Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. This is accomplished by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the Exhibition screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

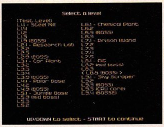




Fighting Force 2

Level Select, Unlimited Ammo and Invincibility

When you see the title screen with "Press Start" flashing, press and simultaneously hold L1+L2+R1+Triangle+X+Left. Keep them held until you see the level select screen appear. From here you may choose your starting level.


Select a level
(Test Level)
L1.1 - Steel Mill
L1.4
L1.2
L1.3
L1.9 (BOSS)
L2.1 - Research Lab
L2.2
L2.3
L2.9 (BOSS)
L3.1 - Car Plant
L3.2
L3.3
L3.4
L3.9 (BOSS)
L4.1 - Polar Base
L4.2
L4.9 (BOSS)
L5.1 - Jungle Base
L5.9 (mid boss)
L5.3
L5.2
L6.1 - Chemical Plant
L6.2
L6.9 (BOSS)
L6.3
L7.1 - Prison Island
L7.2
L7.3
L7.4
L7.5
L8.1 - RIG
L8.2 (mid boss)
L8.3
< L8.9 (BOSS) >
L9.1 - Sky Scraper
L9.2
L9.9 (BOSS)
L9.3 (CPU core)
L9.4 (BOSS2)
UP/DOWN to select - START to continue

While playing the level, you will notice that you have unlimited ammunition and attacks won't decrease your energy. The only thing that can hurt you is fire.

R/C Stunt Copter

Cool Codes

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open
Down, Up, Right, Left, Triangle, X, Square, Circle.

Mega Points
L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals
Down, Up, Left, Right, Triangle, X, Square, Circle.

SELECT LEVEL
Ace
Stage 5
HI-SCORE
SELECT
BACK

Spyro 2: Ripto's Rage

Multiple Codes

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head
Up, Up, Up, Up, R1, R1, R1, R1, Circle.

Parappa (Flat) Mode
Left, Right, Left, Right, L2, R2, L2, R2, Square.

Top 10 Tricks

The top 10 games of the month are given the all-out code-bustin' treatment.

1. Gran Turismo 2

Here are the hottest cars in GT2, and how to get 'em.

Car: Suzuki R Escudo Pikes Peak Version
HP: 981 Weight: 1,763 lbs.
Drivetrain: 4WD

How do I get it? You can buy this crazy thing over at the Suzuki dealer for a cool $2 million.

Car: Nissan R Arta GT-R GT (J) '99
HP: 702 Weight: 2,601 lbs.
Drivetrain: 4WD

How do I get it? Place first in the GT500 Special Event.

Car: Toyota GT-ONE Race Car '98
HP: 672 Weight: 1,984lbs.
Drivetrain: MR

How do I get it? Getting all golds in the Super Licenses, or placing first in the GT World League.

2. Dukes of Hazzard

Send us your codes

Those crazy Dukes never sent us any codes.

3. Gran Turismo

B-License Test

For those of you that completed all of the license tests in the first GT, you can transfer your save data to unlock this license test in GT2!

A-License Test

If you completed all of the tests from the original GT, you'll also be able to unlock the A License from the get-go by transferring your save data!

4. Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.

Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

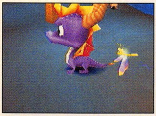
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

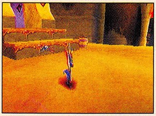
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

5. Spyro the Dragon

99 Lives: In the middle of the game, press the Select button and then press Square, Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle, Start.





All Abilities
Circle, Circle, Circle, Circle, Square.

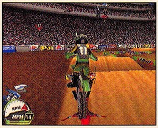
View Credits
Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Supercross 2000

Tons of Codes

From the "Select Event" screen, have Quick Race highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: N0CR4SH
Giants on Mini-Bikes: G14NTS



Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: M00N
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune N3PTVN3
Supercross on Pluto: PLVT0
Add Hop Button: H0P
Extra Camera Modes: M0R3C4MS
Just the Bikes: N0R1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: BL0CKM3
No More Off Track: N00FFTR4CK
No More Getting Reset: SK1PP1NG0K
Bigger Dirt Spray: B1GSPR4Y

Tomba 2: The Evil Swine Return

Difficult Mini Game Clue

During the Trolley Ride, you will go past the second jump in the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley Mini game.

Vigilante 8: Second Offense

Awesome Codes

From the Main Menu, choose the Options Screen. From there, press the X button on Game Status, choose your player with X, and then press the L1+R1 buttons simultaneously. From here, you can enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Each time you complete a code, you will have to press L1+R1 again to enter a new one. Press the X button to complete it.

No Enemies Enter HOME_ALONE for your passcode.
Monster Wheels Enter GO_MONSTER for your passcode.
Suspended Cars Enter JACK_IT_UP for your passcode.
CPU Picks Features Enter QUICK_PLAY for your passcode.
Quick Vehicles Enter MORE_SPEED for your passcode.
Floating Cars Enter NO_GRAVITY for your passcode.
No Wheel Attachment Icons Enter DRIVE_ONLY for your passcode.
Sequence of Movies Enter LONG_MOVIE for your passcode.

PAUSED
CONTINUE
OPTIONS
INVENTORY
QUIT GAME

Your life counter will increase to 99!

6. Crash Bandicoot: WARPED

Tip for Free Apples

Go to a level that has the rock-throwing monkeys. After you have destroyed the vases they occupy, you can jump on the monkeys to get free apples.

7. Tomorrow Never Dies

While playing, press Start to pause. Enter the following codes for the results as shown.

Immunity From Bullets: Select, Select, Circle, Circle, Triangle, Select.

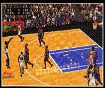
Pass Through Walls: Select, Select, Circle, Circle, Triangle, Triangle, Triangle, Triangle.

Every Weapon and 50 Health: Select, Select, Circle, Circle, L1, L1, R1, R1.

Mission Complete: Select, Select, Circle, Circle, Select, Circle.

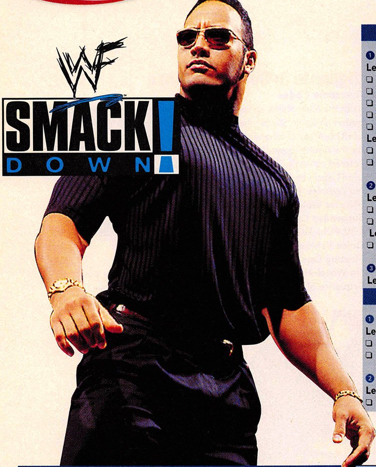
8. NBA Live 2000

From "Game Setup," press Circle button for the Quick menu. Scroll down to the player icon, press Right on the D-pad and select the "Create Player" icon by pressing the X button. Now you are at the "Create Player" screen. Enter the first part of the code in the "First Name" entry field. Press the X button to accept the name. Then, enter the second part of the code in the "Last Name" entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the "Unlock Legends" screen by pressing Start to return to "Game Setup. Then, press Circle to bring up the Quick menu. Scroll down to the "Star" icon and press the X button. This will open the "Unlock Legends" screen. To activate a Legend, highlight his name in this screen and hit the X button. He will appear in the "Free Agents Pool, where you can sign him to any empty team slots. Note: The first name and last name parts of the code go into separate fields. First names are separated from last names below with the slash. Example: First name/Last name.



1. '50s Legends Starting Lineup...
Bob Pettit ('50s): Crash/Boards
Dolph Schayes ('50s): Set/Shot
Paul Arizin ('50s): Pitchin'/Philli
Bill Sharman ('50s): Charity/Stripe
Bob Cousy ('50s): B-Balls/Cooz

2. Five Knicks Legends...
Walt Frazier ('70s): Cool/Clyde
Harry Gallatin ('50s): Iron/Horse
Willis Reed ('60s): Soft/Touch



Create-A-Wrestler

Speedy

❶ Ready Moves
Level 4
☐ Roundhouse Dropkick
☐ Northern Lights Suplex
☐ Michinoku Driver
☐ Hurracanrana
☐ Jump Swinging DDT
Level 5
☐ Spinning Back Drop
☐ Spinning to Face X-Pac

❷ Behind
Level 4
☐ Electric Chair Drop
☐ Dragon Suplex Pin
Level 5
☐ Tiger Suplex Pin

❸ Turnbuckle
Level 4
☐ Walk on Rope
☐ Bronco Buster

❹ Rope Oppnnt.
Level 5
☐ Diving Moonsault

❺ Aerial
Level 4
☐ Spinning Wheel Kick
☐ Twisting Knee Drop
☐ Twisting Body Attack
Level 5
☐ Senton Bomb

❻ Running
Level 4
☐ Flying Cross Chop
☐ Jumping Knee Attack

❼ Special Move
Level 4
☐ X-Factor
☐ Sky High
☐ Northern Lights Suplex
☐ Downward Spiral
☐ Hurracanrana
☐ Electric Chair Drop
☐ Jump Swinging DDT
☐ Twisting Knee Drop
☐ Dragon Suplex Pin
☐ Impaler
☐ Michinoku Driver
Level 5
☐ Tiger Suplex Pin
☐ Senton Bomb
☐ Spinning Back Drop
☐ The People's Elbow

Roughneck

❶ Ready Moves
Level 4
☐ Knee Strike
☐ Double Arm DDT

❷ Behind
Level 5
☐ Low Blow

❸ Turnbuckle
Level 5
☐ Low Blow

❹ Running
Level 4
☐ Yakuza Kick

❺ Special Move
Level 4
☐ Double Arm DDT
☐ Knee Strike
Level 5
☐ Mandible Claw
☐ Low Blow

Hidden Jabronis

As you play through an entire season in SmackDown! (after the Wrestlemania dust has settled), you'll either unlock secret characters or get extra attribute points for your created wrestler. Here's a list of what you'll unlock each year.

1st year:	Ivory
2nd year:	Prince Albert
3rd year:	Jaqueline
4th year:	Viscera
5th year:	80 points for created wrestlers
6th year:	Mideon
7th year:	Gerald Brisco
8th year:	Pat Patterson
9th year:	90 points for created wrestlers

Choosing a Fighting Style

Once you've got a nickname, a hometown and a physique, it's time to pick a Fighting Style. There are five in all. No matter what you pick (besides average) you'll have an easy time building up the first category, an average time building up the second and third, and a very difficult time building up the fourth. Each Fighting Style provides you with a different set of moves. You'll also be able to alter those moves when you choose your character's logic. Happy rasslin'.

1 Average

Power		Speed	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical		Roughneck	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Top 10 Tricks (cont.)

Earl Monroe ('70s): Magic/Pearl
Richard Guerin ('50s): Play/Maker

3. Five Historical Forwards...
George Yardley ('50s): Yard/Bird
Jerry Lucas ('60s): Lucas/Layup
Billy Cunningham ('70s): Leaping/Kangaroo
Cliff Hagen ('50s): Hook/Shot
Rick Barry ('70s): Foul/Shot

4. Five Dunking Legends...
Shawn Kemp ('90s): Power/Dunker
Julius Erving ('80s): Doctor's/In
Dominique Wilkins ('80s): High/Light
Moses Malone ('80s): Free/Throws
Grant Hill ('90s): Class/Act

5. Five Dream Team Legends...
Karl Malone ('90s): Mailman/Delivers
Charles Barkley ('80s): Mound of/Rebound
John Stockton ('90s): Jazz/Man
Reggie Miller ('90s): Outside/Threat
Lenny Wilkins ('60s): Player/Coach

6. Five Assisting Legends...
Oscar Robertson ('60s): Bucks/Big 0
Dave Bing ('70s): The/Duke
Isiah Thomas ('80s): Bad Boy/Zeke
Nate Archibald ('70s): Big/Tiny
Pete Maravich ('70s): Passing/Pistol

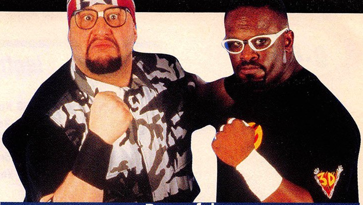
7. Five Celtic Legends...
Larry Bird ('80s): Celtics/Pride
Robert Parish ('80s): Celtic/Chief
Dave Cowens ('70s): Red/Head
Tommy Heinsohn ('60s): Flat/Shot
Sam Jones ('60s): Bank/Shot

8. Five Scoring Guards...
Larry Costello ('50s): Cross/Over
Hal Greer ('60s): Jump/Shot
Mitch Richmond ('90s): Live/Coverman
George Gervin ('80s): Chilled/Iceman
Gary Payton ('90s): Human/Glove

9. Five Legendary Centers...
Bill Russell ('60s): All/Defensive
Bob Lanier ('70s): Big/Foot
Bill Walton ('70s): Shot/Blocker
David Robinson ('90s): Spurs/Admiral
Patrick Ewing ('90s): Player/President

10. Five Laker Legends...
Jerry West ('60s): The Mr./Clutch
Earvin Johnson ('80s): Magical/Guard
James Worthy ('80s): Big/Game
Shaqulle O'Neal ('90s): Little/Warrior
Elgin Baylor ('60s): Offensive/Force

11. Five NBA Champions...
Wilt Chamberlain ('60s): Big/Goliath
John Havlicek ('70s): John/Hondo
Kevin McHale ('80s): Sixth/Man
Scottie Pippen ('90s): Complete/Game



The truest challenge in WWF SmackDown! is to create a wrestler from the depths of your mind and bring him to Rock-like prominence. But as you build you'll want the coolest moves to represent your Frankensteinian masterpiece. That's why we've given you a list of the level 4 and 5 moves available in SmackDown!, so you won't waste your time trying to be a Wrestlemaniac limited to a harem full of candy-ass moves.

Technical

❶ Ready Moves
Level 4
☐ Sambo Suplex
☐ Rolling Leg Lock
☐ Double Arm
☐ Backbreaker
☐ Jumping Calf Kick
☐ Rolling Whl. Kick
Level 5
☐ Flipping Armbar

❷ Behind
Level 4
☐ Octopus Stretch
Level 5
☐ Turn Facing Front

❸ Ground
Level 4
☐ Walls of Jericho
Level 5
☐ Anklelock

❹ Turnbuckle
Level 4
☐ Tornado DDT
Level 5
☐ Flipping Armbar

❺ Rope Oppnnt.
Level 5
☐ Moonsault

❻ Aerial
Level 4
☐ Diving Spear
☐ The 450
☐ Diving Moonsault
☐ Dragon Attack
Level 5
☐ Dragonrana
☐ Diving Fame Asser

❼ Running
Level 4
☐ Spear
☐ Flying Lariat
☐ Karate Kick
☐ Spinning Wheel Kick
Level 5
☐ Running DDT

❽ Special Move
Level 4
☐ Sambo Suplex
☐ Octopus Stretch
☐ Dragon Attack
☐ Rolling Leg Lock
☐ Double Arm
☐ Backbreaker
☐ Snowplow
☐ Diving Moonsault
☐ The 450
Level 5
☐ Fame Asser
☐ Pedigree
☐ Shamrock
☐ Anklelock
☐ The Rock Bottom
☐ The 'Lo Down
☐ Flipping Armbar
☐ The Money Shot

Powerful

❶ Ready Moves
Level 4
☐ Choke Toss
☐ Bearhug Front Slam
☐ Body Press Slam
☐ Body Press Drop FW
☐ Body Press Drop
☐ Jacknife Powerbomb
☐ Test Neckbreaker
☐ Diving Powerbomb
☐ Torture Rack
☐ Stunner
☐ Running
☐ Powerbomb
☐ Whirl Sideslam
☐ Sidewalk Slam
Level 5
☐ Bossman Uppercut

❷ Behind
Level 4
☐ Pumphandle Slam
Level 5
☐ Full Nelson Slam

❸ Turnbuckle
Level 4
☐ Body Press Slam
☐ Choke Toss
☐ Body Press Drop

❹ Aerial
Level 4
☐ Shoulder Block

❺ Running
Level 4
☐ Press & Knuckle
☐ Diving Shoulder
☐ Whirl Sideslam
☐ Sidewalk Slam
Level 5
☐ Ho Train Attack

❻ Special Move
Level 4
☐ Dominator
☐ Sidewalk Slam
☐ Whirl Sideslam
☐ Choke Toss
☐ Jacknife Powerbomb
☐ Pumphandle Slam
☐ Running Powerbomb
☐ Stunner
☐ Pimpdrop
☐ Body Press Drop
☐ Body Press Drop FW
☐ Double Powerbomb
☐ Torture Rack
☐ Body Press Slam
☐ Falling Powerslam
☐ Inverted DDT
☐ Bearhug Front Slam
☐ Diving Powerbomb
☐ Test Neckbreaker
Level 5
☐ Show Stopper
☐ Stone Cold Stunner
☐ Tombstone Piledriver
☐ Strong Lariat Chokeslam
☐ Full Nelson Slam

2 Speedy

Power		Speed	
level 2:	10	level 2:	2
level 3:	18	level 3:	6
level 4:	28	level 4:	12
level 5:	40	level 5:	20

Technical		Roughneck	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

3 Technical

Power		Speed	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical		Roughneck	
level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

4 Powerful

Power		Speed	
level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

Technical		Roughneck	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

5 Roughneck

Power		Speed	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical		Roughneck	
level 2:	10	level 2:	2
level 3:	18	level 3:	6
level 4:	28	level 4:	12
level 5:	40	level 5:	20

Players
CREATE PLAYER
ATTRIBUTES
FIRST
COME FLY
LAST
WITH ME
CONTINUE
HEIGHT
6'6"
WEIGHT
205 LBS
BIRTHDATE
MAR. 23RD, 1975

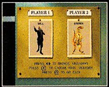
THE PASSWORD COME FLY WITH ME HAS MADE MICHAEL JORDAN AVAILABLE

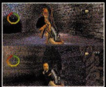
Andrew Phillip ('50s): Whiz/Kid

12. Millennium Michael and Friends...
Michael Jordan ('90s): Come Fly/With Me
Carlo Braun ('50s): Hard/Wood
Walt Bellamy ('60s): No/Comment
Wes Unseld ('70s): Glass/Cleaner
Hakeem Olajuwon ('80s): The Dream/Machine

9. Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.
Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!





Nifty Multiplayer Powerups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!
American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).
Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.
From the options, choose "Password" and enter any of these codes into the Enigma Machine.
Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG

10. Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.
New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single-race mode.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

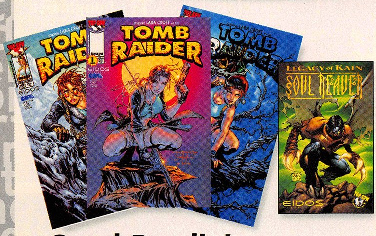
by Chris Baker
chris_m_baker@zd.com

⚙⚙⚙⚙⚙ **5G No question, this should be in your home**
⚙⚙⚙⚙ **4G Recommended, very cool**
⚙⚙⚙ **3G Pretty good, check it out**
⚙⚙ **2G Below average**
⚙ **1G Very lame**

Cute Combatants

If you thought it impossible to make Blanka look downright adorable, just check out what ReSaurus has done to him in the Street Fighter Jr. line. Debuting on store shelves about the time that you read this, the collection of tiny terrors also includes Cammy, Ryu, Akuma, Chun-Li, Guile, Ken and Sakura.

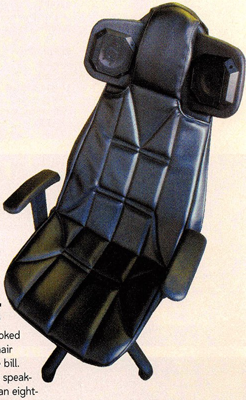
ReSaurus $5.99 *www.resaurus.com*



Good Readin'

Ever since she teamed up with Witchblade in 1998, Lara Croft has been a big seller for Top Cow comics. Late last year, Eidos' iconic heroine's new *Tomb Raider* series debuted as the best-selling comic of 1999. By the time you get this, the fourth and final issue of the series' first story arc (written by Dan "I killed Superman" Jurgens) should be at your local comic shop. Also be on the lookout for a *Fear Effect* one-shot—and (if you're lucky) there might even be a few of the *Soul Reaver* variety lying around, featuring events leading up to those in the game. In short, Top Cow and Eidos are now really good friends. The fanboys should be ecstatic.

Top Cow $2.50 www.topcow.com



Sonic Seating

If ever a peripheral looked its name, the BattleChair from Hunsaker fits the bill. Boasting two five-inch speakers at head level and an eight-inch woofer built into its back, this comfy seat was designed to immerse you into your home video games (it's compatible with all consoles and computers) like never before. For the most part it succeeds—imagine the sensation of a sit-down arcade game like Hydro Thunder or Star Wars Trilogy Arcade and you know what it feels like. But after 30 minutes or so with the BattleChair at a volume strong enough to really rock you, you'll realize what it means to have too much of a good thing—your ears will be begging for mercy. Also working against it is the fact that no sound emits from your television when the chair is used, making multiplayer games considerably less enjoyable for anyone not seated within. (Moving your S-Video inputs from the amplifier back to your TV can be quite the pain!) And then there's that price—ouch! But if you're a big-walleted RPGer or PC gamer who wants the ultimate immersive experience, then the BattleChair might be what you're looking for.

Hunsaker $299-$399
www.battlechair.com ⚙⚙⚙

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

Puzzle Me, Inc.
"We Make You Think..."
puzzleme@uswest.net

SONY
Sega Dreamcast
NINTENDO64
PlayStation
SONY
GAME BOY pocket
SPECIALIZED JOYSTICK
PlayStation

Win the new Sony Playstation 2!!

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 600 Mhz MMX Pentium III, 128 meg. RAM, 36 Gig. HD, DVD, Windows 2000, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation AND Playstation 2!!; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___	M
		E			___	Y S T
P	I	N	C	H	W	E R Y
	R				___	W O
S					___	R D

WORD LIST and LETTER CODE chart

PINCH .....W
BREAK ......Z
STOMP .....T
CRUSH.......I
PRESS.......K
PUNCH .....S
STAND......R
SCORE .....H
BLAST ......A
SPRAY C
PRESS.......E
SLANT L
WRECK .....D
TURBO......V
DREAM ....O
CHASE......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**
☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($3.00) Computer Contest
☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name ____________________ **Age** ____
Address ____________________
City ____________ **State** ______ **Zip** ______

SEND CASH, CHECK, MONEY ORDER TO:
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VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY June 3rd, 2000 • ENTRY FEE MUST BE INCLUDED Only one entry per person. You must be under 30 years old to play. Suppliers of Puzzle Me, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 6/28/01. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #315, Portland, OR 97201 (Phone #: 503-228-9426). Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest.

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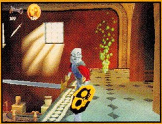
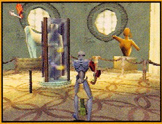
Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

MediEvil II

Players	1	**Developer**	Sony Cambridge
Availability	May	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Action

✕	**Attack / Activate Item**
○	**Jump**
□	**Special Move (Hold)**
△	**Defend / Duck / Dash**
L1	**Toggle Target Selection**
L2	**Rotate Left**
R1	**Side / Backstep**
R2	**Rotate Right**



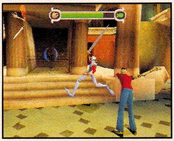


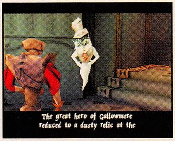
What is it?

Sir Daniel Fortesque returns 500 years after his first adventure to once again rid the world of the living dead. With the sequel, Sony promises to enhance the original 3D platformer's winning combination of puzzles, humor and good old-fashioned monster hacking.

What to expect in the full game:

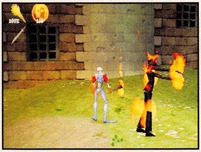
Levels up to three times as large as the original; a more challenging set of puzzles; three Dan forms—regular Dan, Dan-hand and Dan-kenstein; new as well as familiar weapons; increased character interaction.




The great hero of Gallowmere reduced to a dusty relic at the

Our advice:

After listening to the helpful ghost, head straight down the hall and through the far doorway to find a statue in a glass case. Break the case to uncover your trusty short sword. Backtrack and travel down the hallway to your left. Hack the zombies you encounter into tiny little pieces and collect the Museum Key before heading through the doorway on the back-left wall. Climb up the stairs, pick up the pistol, and head to your right. Make your way around the rim of the room to discover treasure, followed by a door. Inside, you'll fight three mini-dinos—blast them with your pistol from a distance.



Proceed through the next few rooms until you come across a cannon pointed at a blocked entranceway. To your right, you'll find a display room with a torch, and to your left will be a garden containing a cannonball. Figure it out yet? Standing in front of the cannon, select the cannonball from your inventory, then light the torch with the flames on the walls. Stand next to the cannon and light the cannon's wick. After the explosion, proceed into the next room and climb the ladder to discover the Dinosaur key. Unlock the door below and fight three mini-dinos before heading to fight the demo's boss. Tyrannosaurus Wrecks is a relatively simple boss if you follow the ghost's hint—climb on top of him! Using the dash button, run in circles around the dino until he tires and emits a pulsating red light on his back. That's your cue to climb up his tail and slash him a few times with your sword.

OPM psychic sez:

Judging by the demo, MediEvil II looks to significantly improve on the original with a compelling new quest. For the final word, check out our review on page 87.

Weapons Of War

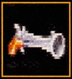
One of the greatest features of MediEvil II is the huge variety of ways you can make the armies of the undead even deader. Some classic weaponry has returned from the original, but for the most part you'll be dealing with new inventions that befit the late Victorian Age, such as the steam-powered Gatling gun. Let's take a look at the tools of destruction Sir Dan will wield in the demo:

Sir Dan's Arm

When you first wake from your long slumber, you'll only be armed for battle with your arm itself. Swing it with X and throw it boomerang-style with the Square button. But don't worry—you can reattach it later.

Short Sword

The classic short sword will be your primary weapon throughout the demo. Either slice and dice with X, or swing it in a 360 degree arc with the Square button. Hold Square to charge your swing for a full 720 degrees of rotation.



Pistol

If the action's getting a little hairy at close range, just let a few rounds fly with your pistol. Sure, no chivalrous knight would fight with a projectile weapon, but you're not exactly dealing with honorable foes.

Torch

Not just a source of light, the torch will allow you to incinerate any pesky zombies that get in your way. They'll run about flailing their limbs before they finally kick the bucket, though, so take a few steps back.

NCAA March Madness 2000

Players	1-8	**Developer**	Black Ops
Availability	Now	**Publisher**	EA Sports
Analog Compatible	No	**Genre**	Sports

Offensive Controls

- ✕ **Pass / Give & Go**
- ○ **Shoot**
- □ **Quick or Fancy Crossover**
- △ **Spin Moves / Backdown**
- L1 **Reset Camera**
- L2 **Call Preset Plays**
- R1 **Run / Turbo**
- R2 **Expanded Ball Control**

Defensive Controls

- ✕ **Switch Player**
- ○ **Plant / Draw Charge**
- □ **Steal**
- △ **Jump / Rebound**
- L1 **Icon Switching**
- L2 **Call Preset Plays**
- R1 **Run / Turbo**
- R2 **Expanded Defense Control**

What is it?

You've been practicing your lay-up for years, your vertical has reached double-digits, and your dunks can make a grown man cry. But somehow, you failed to nab that college basketball scholarship you've always dreamed about. Is it time to throw in the towel for good? Probably, but that won't stop you from showing off your skills in NCAA March Madness 2000. EA has rebounded from its lackluster March Madness efforts in the past to deliver one of the hottest college hoops titles around.

What to expect in the full game:

Ivy, MEAC, SWAC, West Coast and Southern conferences; exuberant commentary from the inimitable Dick Vitale; over 150 Division I teams; 16 NCAA women's teams; 20 classic teams, such as the '64 UCLA Bruins; Dynasty Mode to build a team across multiple seasons; "Dynamic Ball Control" for precise offensive (and defensive) movement; extensive Create-a-Player options; realistic college audio with authentic fight songs, taunts and chants.

Our advice:

March Madness offers one of the most precise ball-handling engines around, so it pays to sit down and memorize the control scheme before beginning a game. When you're on the offensive, either tap or hold down the Square button to execute some complicated crossover dribbles—doing so will help you get past even the most stubborn of defenders. Once you get comfortable with the controls, start holding down R2 to gain the precise control needed for some of the complicated, crowd-pleasing moves. Also, be sure to hit Start once a game begins to play around with the demo's many configuration options. Choose between a variety of camera angles, and even experiment a little with the coaching options.

Did you try?

The Arcade mode? Hit Start after the game begins, select Game Setup and then Game Rules to toggle between Simulation and Arcade modes. Anything goes in Arcade!

NASCAR Rumble

Players	1-2	**Developer**	Electronic Arts
Availability	Now	**Publisher**	Electronic Arts
Analog Compatible	Yes	**Genre**	Racing

- ✕ **Accelerate**
- ○ **Brake**
- □ **Brake / Reverse**
- △ **Reset Vehicle**
- L1 **Gauge Toggle**
- L2 **Camera Toggle**
- R1 **Rear Mirror**
- R2 **Launch Powerup**

What is it?

Not your typical NASCAR racer, NASCAR Rumble puts you behind the wheel of NASCAR cars, trucks and other vehicles as you race across America.

What to expect in the full game:

Over 30 different NASCAR cars; six trucks; seven racing legends; bonus vehicles like an RV, a chicken truck, and a golf cart; 21 tracks filled with shortcuts and jumps; option to include 11 powerups; two-player co-op or competitive races.

Our advice:

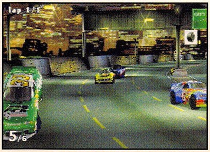
Step on the gas and don't let up—except when tornados and storms approach.

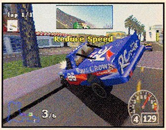
Did you try:

Racing as the RV? Your turning ability may be zilch, and your muffler may hang by a thread, but you'll have the power to knock anyone off the road. H'yuck!

OPM psychic sez:

If you're looking for an accurate NASCAR simulator, this ain't it. Instead, most players will likely find it a worthwhile, highflying arcade-style racer similar to San Francisco Rush.

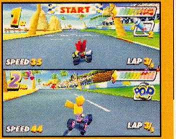




Speed Punks

Players	1-4	**Developer**	FunCom
Availability	Now	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Racing

- ✕ **Accelerate**
- ○ **Not Used**
- □ **Brake / Reverse**
- △ **Camera View Toggle**
- L1 **Left Powerslide**
- L2 **Use Item**
- R1 **Right Powerslide**
- R2 **Speed Boost**



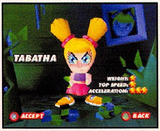
If it weren't for Crash Team Racing, Speed Punks might have nabbed the title for best PlayStation cart racer.

What is it?

The latest cutesy kart racing clone. Originally released as Speed Freaks in Europe, FunCom's ultra-cartoony racer garnered quite a bit of praise for its smooth four-player racing and distinct visual appearance.

What to expect in the full game:

Six regular characters; three hidden characters; 24 tracks, most with secret paths and shortcuts; extremely smooth frame-rate on four-player mode; powerups to disable the competition; five different play modes, such as the "Customizable League" to race tracks in any order and "Time Attack" for races against the clock.



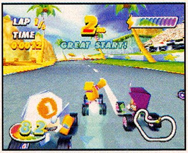
Our advice:

Steering can take some getting used to—instead of your car following the wheels, turning slowly rotates the body of the car. Consequently, it'll feel as if you have a hefty amount of momentum when heading into turns. This effect can be largely countered by using the powerslides with short, quick taps. When it comes to speed boosts, try to avoid holding R2 until your boost meter has filled completely—you'll be given an extra jolt of boost strength when you first turn on the ol' afterburners.

You'll be limited to only one course in the demo, so be sure to learn the track's twists and turns. Of particular note is the pirate ship near the finish line—instead of following the road, drive onto the beach toward the ship to take a flying leap off the ship's ramp. Don't forget to angle yourself toward the track when you land!

Did you try:

Getting a "Perfect Start" speed boost? While other kart racers give you a simple one-time speed boost if you hit the accelerator at a specific point before the green flag, Speed Punks will give you a timed boost that varies with your accelerator accuracy. Get a "Perfect Start" and you'll go flying for nearly 10 seconds! It'll take a few attempts to find the precise moment, but start by hitting X a split second after the third light appears.



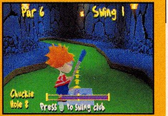
OPM psychic sez:

There's no doubt about it—Speed Punks is a thoroughly fun kart racer, but can it offer original gameplay beyond the likes of Mario Kart and Crash Team Racing? We give our verdict on page 92.

Rugrats Studio Tour

Players	1-2	**Developer**	n-Space
Availability	Now	**Publisher**	THQ
Analog Compatible	Yes	**Genre**	Action

- ✕ **Accelerate**
- ○ **Grab / Drop Item**
- □ **Brake**
- △ **Swing Golf Club**
- L1 **Reset Camera**
- L2 **Look Left / Honk Horn**
- R1 **Use Powerup / Look Up**
- R2 **Look Right**

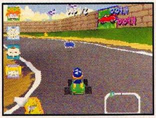


What is it?

After the runaway success of their feature-length film, the love-'em-or-hate-'em *Rugrats* cartoon quickly became a household name—well, if you had kids in your household, anyway. THQ's Rugrats: Search for Reptar was released on the PlayStation at the same time to coincide with the movie's arrival, and now the 'Rats are back with Rugrats Studio Tour.

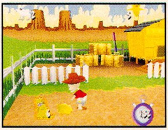
What to expect in the full game:

Hefty amounts of voice-acting from the cartoon's actors; hidden bonus activities; all of your favorite tykes, including Tommy, Chuckie, Angelica, Phil, Lil, Susie, Baby Dil and others; authentic music and sounds from the cartoon.



Our advice:

You'll be racing for only two short laps on the Diapers of Thunder Speedway, so falling behind early on will almost certainly spell defeat—not to mention cruel taunts from Angelica. Be sure to move sharply into each turn while hitting the speed-boosting green arrows along the way. The next two minigames are relatively straightforward, but be sure to tap L1 occasionally to recenter the camera.



OPM psychic sez:

Rugrats Studio Tour is aimed solely at the little ones. Gamers past the age of 10 won't find much of a challenge, but for young *Rugrats* fans the novelty of controlling the Nickelodeon kids on-screen will provide at least a few hours of good, clean video gaming fun.

Vagrant Story

Players	1	Developer	Squaresoft
Availability	May	Publisher	Square EA
Analog Controller	Yes	Genre	Adventure/RPG

What is it?
Square's "Medieval Gear Solid": a tight mix of adventure and RPG elements thrown into a stunning cinematic presentation.

Why should I care?
Japan's leading *Famitsu Weekly* bestowed a 40/40 score upon Vagrant Story, only the third perfect rating the rag has ever given.

OPM video critic sez:
The movie shows only cinematics instead of gameplay, but with an intriguing plot and MGS-esque visuals, Vagrant Story seems destined to be a hit. Thumbs up.

MLB 2001

Players	1-2	Developer	989 Sports
Availability	Now	Publisher	989 Sports
Analog Controller	Yes	Genre	Sports

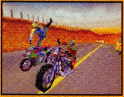
What is it?
Hit a ball with a stick of wood. That's right—it's cricket!

Why should I care?
989 Sports is building upon MLB 2000's strengths with strategic AI from Dodgers manager Davey Johnson, batting AI from Tony Gwynn and pitching AI from Trevor Hoffman. New TV-style visuals also promise more bang for the baseball fan's buck.

OPM video critic sez:
Last year's MLB fared rather well, and this year 989 Sports looks to up the ante even further. Tentative thumbs up.

Road Rash: Jail Break

Players	1-2	Developer	Electronic Arts
Availability	Now	Publisher	Electronic Arts
Analog Controller	Yes	Genre	Racing



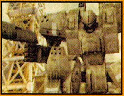
What is it?
The Genesis classic returns to the PlayStation for more civil-disobedience-on-motorcycles fun.

Why should I care?
Choose between two different gangs and rise through the ranks before busting a fellow biker out of jail, or don your police jacket to uphold the law.

OPM video critic sez:
The Road Rash series was great in its day, but it seems there's been little progress toward keeping gameplay fresh and graphics even close to state-of-the-art. Thumbs down.

Front Mission 3

Players	1	Developer	Squaresoft
Availability	Now	Publisher	Square EA
Analog Controller	Yes	Genre	Strategy RPG



What is it?
An intense mech-based strategy RPG in a war-ravaged, futuristic world.

Why should I care?
Front Mission 3 is the fifth title in the series, but only the first to make it over to the U.S. The series is well-regarded for its complicated yet addictive strategy engine.

OPM video critic sez:
You've got citywide explosions, you've got insidious conspiracies, and you've got hulking mechs known as Wanzers. And the gameplay lives up to the video; this game is serious fun. Thumbs up.

Army Men: Sarge's Heroes

Players	1-2	Developer	3DO
Availability	Now	Publisher	3DO
Analog Controller	Yes	Genre	Action

What is it?
A third-person shooter from the growing plastic-soldier franchise.

Why should I care?
The latest Army Men game promises to fix camera issues while adding enhanced graphics

OPM video critic sez:
Anyone but young children will likely find the Sarge's plastic patriotism speech decidedly unfunny. The video also doesn't show any gameplay. Undecided.

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Next Month

A look ahead at our next issue

Official U.S. PlayStation Magazine

June 2000

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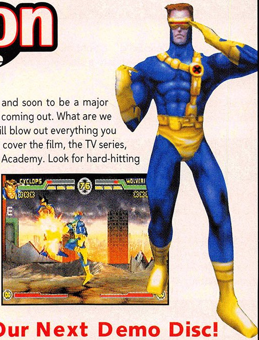


It's one of the best-selling comic book series of all time, and soon to be a major motion picture. Oh yeah—there's even a new video game coming out. What are we talking about? The X-Men, of course! Next month *OPM* will blow out everything you ever wanted to know about everyone's favorite mutants. We'll cover the film, the TV series, the toys, the spinoffs, and a little game called X-Men: Mutant Academy. Look for hard-hitting interviews, inside information, and in-depth hands-on coverage of Mutant Academy. Hey, we've even got a playable demo on our disc! Also in the issue: previews of the latest PlayStation and PS2 games; reviews of top games like Galerians, Nightmare Creatures 2 and Sammy Sosa Softball Slam; all the latest tricks and codes; the hottest news from around the world; and plenty of playable demos, including WWF SmackDown! and Gauntlet Legends. Don't miss it!

Check Out Our Next Demo Disc!

PLAYABLES: X-MEN: MUTANT ACADEMY, DECEPTION III DARK DELUSION, WWF SMACKDOWN!, GRIND SESSION, GAUNTLET LEGENDS, THREADS OF FATE

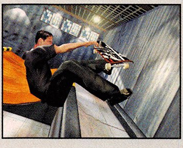
NON-PLAYABLES: LEGEND OF DRAGOON, VANISHING POINT

Editorial content subject to change

ELECTRONIC GAMING MONTHLY

On sale now

Tony Hawk's Pro Skater was an unprecedented success, finally pushing snowboarding off the "Gen-X" radar. The May issue of *EGM* has an exclusive look at the sequel due out later this year, and checks out the Dreamcast version of the original game. Look for interviews with the teams and with Tony himself. Also in the issue:

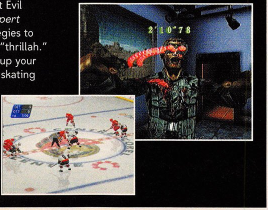


- PlayStation 2: We bring you all the news and info about the new system launch
- Reviews: Pokémon Stadium, Dead or Alive 2 and many others
- Hot News and gossip from around the world
- Tons of Tricks for all systems
- Dreamcast Frenzy! Hot news on the next batch of games from Sega

EXPERT GAMER

On sale April 18

Don't walk, run, to pick up the hottest Dreamcast game this year—Resident Evil Code: Veronica. The May issue of *Expert Gamer* has the best maps and strategies to keep you alive in Capcom's first DC "thrillah." Once you're through with that, lace up your skates for NHL 2K. XG will have you skating circles around the competition. The fun continues with Pokémon Stadium, as *XG* gives you the goods on the big N's latest monster-fest. Plus, don't miss game-busting strategies for Alundra 2, The Misadventures of Tron Bonne, Front Mission 3 and more.



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700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are descibed below puzzle. All entry fees must be paid in U.S. funds only. We will not accept Canadian checks. All entries must be post marked by July 20, 2000.

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PRIZE PUZZLE #1

WORD LIST

TOWER - P
EARTH - X
WORLD - U
SPACE - W
HAPPY - O
SHARE - Z
LEGAL - Y
EMPTY - V
WATER - T
COAST - A
FIELD - B
~~BLADE - D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.
HINT: Read the secret word clue.

		T			
H					
B	L	A	D	E	D
			S		
				L	

SECRET WORD ↓

SECRET WORD CLUE:
What comes before tomorrow but after yesterday?

ENTER ME IN THE FOLLOWING CONTESTS:

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☐ ($5) All Three - Save $4

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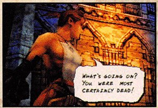
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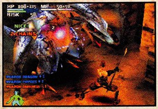
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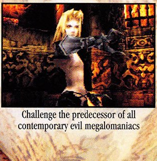

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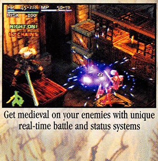
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